

# Dillon Drummond

## Gameplay & Graphics Programmer

I love playing games almost as much as I love making them!



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## SKILLS

Unity

C#

Unreal Engine 5

C++

GitHub

Git Bash

Visual Effects

AI

Agile

Scrum

Trello

HTML

CSS

GML

Teamwork

Leadership

Communication

Linear Algebra

Calculus

Computational Math

## PROJECTS

### Ubisoft Game Competition, Spring 2023

- Graphics, Animation, Gameplay, UI, and Audio Programmer on a team of 3 programmers, 2 designers, 2 artists, and a producer using Unity and C#
- Helped create Flip Against the Frontier, an action-arcade pinball game where you play inside the machine building new parts and fighting off the machine's anti-cheat to reach the high score
- Created several features including diegetic menus placed on the machine in world space, implemented animations and inverse kinematics, and the ability to tilt the machine and change gravity

### Solitary Space , Spring 2023

- Graphics, Gameplay, and Tools Programmer on a team of 3 programmers using Unity and C#
- Solitary Space is a VR spaceship simulator
- Created visual elements like a 3D holographic map, body and hand presence with inverse kinematics for the arms, an event-based input system to simplify Unity's VR toolkit, and interactable controls like buttons, levers, and ship controls for the player to interact with the world

## EDUCATION

### Champlain College, Burlington, VT

Pursuing a Bachelor's Degree in Game Programming, Expected May 2024

Pursuing Minors in Math and Cybersecurity, Expected May 2024

- President's List Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, and Spring 2023
- Trustee's List 2020-2021, 2021-2022, and 2022-2023
- 4.0 GPA
- Study Abroad Montreal, Canada, Spring 2023 school years

### Alamance Community College, Graham, NC

Associate's Degree in Science, May 2020

- Award for Academic Excellence in Physics from 2019-2020
- Phi Theta Kappa, May 2020
- 3.9 GPA

## WORK EXPERIENCE

### Game Programmer, 09/2022 - 08/2023

Emergent Media Center, Champlain College, Burlington, VT

- Used Unity, C#, C++, QT, and Agile development process across several projects
- Worked with a team of 4 developers on each project with varying disciplines between programming, art, and design
- Created a series of prototypes for an educational game for Beta Technologies to showcase their new eVTOL aircraft, ALIA
- Created a DICOM file viewer and construct voxel volumes from the 2D cross sectional images
- Leveraged ChatGPT and StableDiffusion to create both a text adventure and a skybox generator
- Utilized ChatGPT to develop a tool to help Dungeon Masters in D&D 5e

### Strategic Designer 05/2021 - 06/2021

Emergent Media Center, Champlain College, Burlington, VT

- Used Human Centered Design to ideate and synthesize solutions to increase participation in the VSAC GearUp program
- Conducted meetings with clients, benefactors, and shareholders to ensure all needs were being filled