

# Douglas Fresh

<http://DJayFresh.com>

[dfresh@student.neumont.edu](mailto:dfresh@student.neumont.edu)

## Game Developer & Programmer

### Summary

- Proven expertise in **Prototyping** and **Entity Component System**, skilled at progressing from paper or design to implementation and development
- Strong knowledge of **C++** with experience ranging from **OpenGL**, **Binary File Creation**, **Debugging** and **Profiling**
- Ability to work with **3<sup>rd</sup> Party Libraries** and **Current Industry Game Engines**
- **Analytical thinker** that consistently resolves ongoing issues or defects; often called upon to consult of problems that have eluded resolution by others

Core Competencies	Development Tools	Technical Skills
<ul style="list-style-type: none"><li>▪ C++</li><li>▪ OpenGL</li><li>▪ GLM (OpenGL Mathematics)</li><li>▪ GLSL (Shaders)</li><li>▪ Qt</li><li>▪ .net C#</li><li>▪ XNA</li></ul>	<ul style="list-style-type: none"><li>▪ Microsoft .NET Framework</li><li>▪ Visual Studio 2010</li><li>▪ Eclipse</li><li>▪ UE3 (Unreal Engine 3)</li><li>▪ Maya</li><li>▪ Unity3D</li><li>▪ Flash Builder 4.7</li></ul>	<ul style="list-style-type: none"><li>▪ Debugging Memory</li><li>▪ Entity Component System</li><li>▪ Prototyping</li><li>▪ Source Control</li><li>▪ Profiling</li><li>▪ Application Design</li><li>▪ Information Modeling</li></ul>

### Project Experience

Project	Roles & Responsibilities	Date
<b>Escher Plex</b> I created a way for players to walk along any surface. This created in interesting game mechanic and proved to be a fun challenge to design for. The game contains one of M.C. Eschers more famous ideas, and endless staircase, aswell as moving walls and platforms.	<b>Designer, Developer &amp; Programmer</b> <ul style="list-style-type: none"><li>▪ Deisgned a game with a unique machanice</li><li>▪ Built individual levels</li><li>▪ Streamed Levels into one another</li><li>▪ Created an endless staircase</li><li>▪ Wrote custom scripts for ingame actions</li><li>▪ Maintained a working schedual and progress reports</li></ul> <i>Technologies: Unreal Engine 3, Kismet, Maya, UnrealScript</i>	<b>12/2013</b>
<b>City Defense</b> A 3D flight simulator built in XNA, depolyable to the Xbox 360. Set in a large metropolis area, wipping through buildings really sells the speed.	<b>Developer &amp; Artists</b> <ul style="list-style-type: none"><li>▪ Implemented an Entity Component System</li><li>▪ Constrained to 5 weeks from prototype to completion</li><li>▪ Textured all models</li><li>▪ Designed ingame HUD</li></ul> <i>Technologies: XNA, Maya, FBX, Entity Component System</i>	<b>5/2013</b>
<b>Zombie Tower Offense</b> A twist on the a classic tower defense game; Zombie Tower Offense forces the play to move forward through a mazed path, placing turrets to hold their ground during night fall.	<b>Developer</b> <ul style="list-style-type: none"><li>▪ Implemented Sprite Sheets for all ingame art</li><li>▪ Constrained to 5 weeks from prototype to completion</li><li>▪ Wrote Entity Component System</li><li>▪ Balancing and Debugging</li><li>▪ Learned ActionScript 3</li></ul> <i>Technologies: ActionScript 3, Flash Builder 4.7, Sprtie Sheets, Entity Component System</i>	<b>4/2013</b>

<b>Chess</b> As a class project individuals were task with creating an interactive Java chess game. Splitting into groups in the last week of the project. Groups were tasked with add networking between clients for 2 player games and an A.I. to play against.	<b>Team Leader</b> <ul style="list-style-type: none"> <li>▪ Led a team of 5 developers</li> <li>▪ Implemented Networking for 2 player</li> <li>▪ Tested AI functionality for single player</li> <li>▪ Worked with pre existing code</li> <li>▪ Organized and Managed SVN</li> </ul> <i>Technologies: Java Swing, Sockets, Eclipse, Jar, Tortise SVN</i>	<b>9/2012</b>
<b>Painting Pad</b> Built With Java as a 3 week project. The application included color picking, 20 unique brushes, ability to save and load work.	<b>Team Leader</b> <ul style="list-style-type: none"> <li>▪ Led a team of 2 developers</li> <li>▪ Implemented the use of Java Swing</li> <li>▪ Assembled UI connections</li> <li>▪ Designed User Interface</li> <li>▪ Tested and debugged the application</li> </ul> <i>Technologies: Java Swing, AWT, Java2D, FileIO</i>	<b>4/2012</b>

## Education

**Bachelor of Computer Games and Programming Skills**  
Neumont University

**Expected 6/2015**

## Honors/ Awards

- Eagle Scout
- Game Development Excellence

2008 – present  
2013