

Douglas Fresh

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Summary

- Proven experience in creating **Applications & Tools** in industry languages like **C++**
- Strong knowledge of **C++, C#, Threading, Debugging** and **Profiling**
- Ability to work with **3rd Party Libraries** and **Current Industry Standards**

Core Competencies	Development Tools	Technical Skills
<ul style="list-style-type: none">▪ C++▪ .net C#▪ Java▪ Python	<ul style="list-style-type: none">▪ Visual Studio 2010 - 2013▪ Microsoft .NET Framework▪ NUnit▪ NuGet▪ Eclipse	<ul style="list-style-type: none">▪ Application Design▪ Debugging Memory▪ Data Structures▪ Source Control▪ Profiling▪ Information Modeling

Project Experience

Project	Roles & Responsibilities	Date
Maya Plug-in Custom file exporter for use with Game Engine	Developer <ul style="list-style-type: none">▪ Created a binary file writer and reader DLL to save 3D scene data▪ Reader and writer wrapped for use in other 3rd party applications▪ Removes need to convert Maya files inside other engines, creating a clean workflow and application pipeline <i>Technologies: C++, Maya 2012, Maya C++ API, Game Engine</i>	4/2015 - Current
MaritCX A voice of customer and enterprise feedback management technology platform founded in 2005.	Developer & Team Lead <ul style="list-style-type: none">▪ Worked in a team of five to discover and fix mission critical issues in an application that results in a multi-million dollar revenue▪ Practiced Agile development, continuous integration, and unit test methodologies to quickly implement stable and production ready code▪ Closed multiple bugs and created new application features. <i>Technologies: C#, MVC 4, JQuery, CSS3, HTML5, Bootstrap, JIRA, NUnit, Git, Ninject, NuGet</i>	1/2015 - Current
TC5 Having access to Microsoft's Kinect V2, a team of 4 including myself, created an arcade shooter. Similar to classic games like Time Crisis and Area 51	Developer, Designer & Programmer <ul style="list-style-type: none">▪ Designed a game with Kinect V2▪ Level designs and enemy attack patterns▪ Ability to play with a friend on the same screen▪ Created models and assets▪ Programmed an interface against Kinect, giving player hand movements screen space representation <i>Technologies: C#, Unity 3D, Kinect V2, Maya 2012</i>	11/2014 - 1/2015

Game Engine OpenGL rendering engine, loading and saving scenes, game window, preview for model imports	Developer, Designer & Architect <ul style="list-style-type: none"> Designed a game engine from the ground up Physics, AI, OpenGL rendering and shaders, custom file format FBX file loading for current asset loading Textures across multiple objects <i>Technologies: C++, OpenGL, GLSL, Qt</i>	7/2012 - Current
Escher Plex The game contains one of M.C. Escher's more famous ideas, and endless staircase, as well as moving walls and platforms.	Designer, Developer & Programmer <ul style="list-style-type: none"> Designed a game with a unique mechanic Built individual levels Streamed Levels into one another Created an endless staircase Wrote custom scripts for in game actions Maintained a working schedule and progress reports <i>Technologies: Unreal Engine 3, Kismet, Maya, UnrealScript</i>	10/2013 - 12/2013
Zombie Tower Offense Game built to force the player to move forward through a maze path, placing turrets to hold their ground during night fall.	Developer <ul style="list-style-type: none"> Implemented Sprite Sheets for all in game art Constrained to 5 weeks from prototype to completion Wrote Entity Component System Balancing and Debugging Learned ActionScript 3 <i>Technologies: ActionScript 3, Flash Builder 4.7, Sprite Sheets, Entity Component System</i>	4/2013 - 6/2013

Education

Bachelor of Science In Software and Game Development
Neumont University

Expected 9/2015

Honors/ Awards

- | | |
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| ▪ Eagle Scout | 2008 – present |
| ▪ Presidents List – Neumont University | 2015 |
| ▪ Game Development Excellence – Project Showcase | 2013 |