

# DEREK WOODARD

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<https://djw191.github.io/Portfolio/>

## EDUCATION

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### University of Wisconsin - Milwaukee

M.S. Computer Science *GPA: 3.566*

Milwaukee, WI

Jan 2023 - Dec 2024

### University of Wisconsin - Whitewater

B.S. Computer Science, Media Arts and Game Development *GPA: 3.623*

Whitewater, WI

Sep 2018 - May 2022

## WORK EXPERIENCE

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### MoonMuse Studio

*Programmer*

Remote

Jan 2025 - Current

- Programmer at MoonMuse Studio, working on their upcoming game *IVOR*.

### University of Wisconsin - Milwaukee

*Teaching Assistant*

Milwaukee, WI

Jan 2023 - Dec 2024

- Lab instructor and grader for early to intermediate level computer science courses.

## SKILLS

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Programming Languages: C#, Java, C++, JavaScript, PHP, SQL, Scala, Haskell

Tools: Unity, Visual Studio, Git, Blender, ZBrush, Photoshop, Premiere Pro

Notable Courses: Compilers, Type Systems, Natural Language Processing, Game Development, Web Development, Database Management, Computer Networking

## PROJECTS

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### Mythos

<https://djw191.github.io/Portfolio/blog/Mythos/>

- Multi-player card video game made for my group undergraduate capstone.
- I was responsible for the networking on the project which involved writing a standalone **C# socket server** to respond to and manage clients. It had to handle and store player login, matchmaking, and store their deck info. I created a C# console application using the built in socket libraries along with **SQLite** for the database required.
- This project won **Best in Show for Games** at the 2022 MAGD Expo, UW-Whitewater's yearly expo of the best art and interactive media at the university.

### Altius

<https://djw191.github.io/Portfolio/blog/Altius/>

- Single-player souls-like video game created for my intermediate game development course.
- I was responsible for the **combat mechanics** and **NPC AI**. This involved creating a system for being able to change armor and weapons, a system for handling weapon damage collisions, and the pathfinding for the bots.