Harry Dorer, Game Programmer

(860) 422-5662   Burlington, VT
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Key Skills and Competencies

- C++
- C#
- JavaScript
- Git & GitHub

- Unity
- Unreal Engine 5
- Gameplay Programming
- Game AI Programming

- Interpersonal Communication
- Team Leadership

Prior Projects

SYNC (May 2024) - **Systems Programmer**, college capstone project
Game AI Final Project (December 2022) - **Solo Developer**, class final project
Exaptation (July 2022) - **Lead Programmer**, Team of 4, 48-hour game jam
Food Drive (April 2022) - **Lead Programmer**, Team of 4, 3-week class project
No Free Refuels (July 2021) - **Solo Developer**, 7-day game jam

Education

Champlain College, *Burlington VT*   Anticipated Graduation December 2024
Bachelor of Science in Game Programming

Relevant Coursework

Game Studio III, EGD-420	Spring 2024
Advanced Artificial Intelligence for Games, GPR-440	Spring 2024
Game Studio Capstone, CCC-410-EGD	Fall 2023
Game Engine Design and Implementation, GPR-460	Fall 2023
Artificial Intelligence for Games, GPR-340	Fall 2022

Work Experience

Champlain Esports, *Lead Broadcast Producer & Shoutcaster*   Burlington, VT
                                                                November 2021 - Present
- Facilitated the purchase and set-up of equipment for Champlain Esports' official broadcasts.
- Coordinated communication between the shoutcasters, team managers, players, and broadcast team.
- Ensured that all broadcasts ran smoothly and without error.
- Edited video content which was featured on streams and social media.
- Represented the Champlain College Esports brand on-camera and while commentating.

Social-Ecological Gaming and Simulation Lab at UVM, *Programmer*   Burlington, VT
                                                                June 2023 - August 2023
- Developed games used in the context of scientific research and experimentation using Unity and C#
- Worked in a team environment with multiple programmers on multiple projects
- Fixed bugs and implemented new and improved features on existing codebases
- Developed games based on experiment parameters determined by various teams of scientists

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Leahy Center for Digital Investigation, *Programmer*   Burlington, VT
October 2022 - December 2022

- Full-stack web development using Javascript, Node.js, React, and Next.js.
- Worked with database entries using MongoDB and mongoose.
- Fixed bugs and implemented new and improved features on an existing codebase.

iD Tech, *Virtual Instructor*   Medfield, MA (remote)
June 2021 - August 2021

- Taught students in-demand programming skills like game dev in Unity and programming in Python.
- Ensured that the virtual learning environment was welcoming and educational for all levels of skill.
- Coordinated fun activities to do alongside learning.