

Dakarai Simmons

Gameplay Programmer

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<https://infinitelycannon.github.io>

SKILLS

Languages: C/C++, C#, JavaScript

Frameworks: ReactJS, NodeJS,

Software: Visual Studio, Unity 3D, Unreal Engine 4, Git, Subversion, Perforce

EXPERIENCE

Captilight LLC | May 2021 - Present | Path of Kami

Unreal Engine Programmer

- Contributed to existing codebase to reduce player-facing bugs.
- Refactored UI logic to graciously handle switching input devices.

Soulcade Interactive LLC. | Aug. 2020 - Mar. 2021 | Unannounced Title

Unreal Engine Programmer

- Implementing gameplay mechanics and stealth AI behavior
- Exposing hooks into C++ logic for designer contributions
- Building tools to configure system mechanics with designer-provided data.
- Integrating game assets & effects into the surrounding game logic

PROJECTS

4715 Jetsam | Mar. 2019 – Apr. 2019 |

A 3D platform shooter. A sci-fi themed game that centers around fighting and stealing as a robot pirate. Made with Unity.

- Responsible for the third-person control system and first-person shooting mechanics
- Used Unity's text UI elements to create terminal-inspired menus
- Prototyped state-machine behavior for AI characters
- Contributed to a friend-or-foe system for the player's manipulation mechanic

Catformer | Sep. 2019 – Dec. 2019 |

A 2D infinite platformer for mobile platforms. The game emphasizes simple gameplay and varied customization for casual players. Made with Unity.

- Optimized platform and background systems for indefinite run time.
- Applied constraints that drove the spawn rate for platforms.
- Developed scripts for background parallax, and size consistency between devices

Technobabble | Jan. 2020 – Apr. 2020 |

A high-speed, action platforming game. Incorporates rollerblade mechanics and rhythm-based obstacles to encourage constant momentum. Made with Unreal Engine 4.

- Overseeing programming tasks and production
- Modified character movement for rollerblade inspired physics
- Implemented melee combat system
- Extended tempo event system in C++ to support real time reconfiguration.
- Developed engine tools and scripts to facilitate designer workflow

EDUCATION

University of Central Florida, Orlando FL

Bachelor of Arts

Major: Digital Media - Game Design Track

Minor: Philosophy

Dec, 2020