

Dakarai Simmons

Gameplay Programmer

000-001-0110

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SKILLS

- Object Oriented Programming
- Game Systems Design
- Game AI Programming
- Level Design
- Version Control
- Level Design

TOOLS

- C/C++
- C#
- Git
- Unreal Engine
- Unity 3D
- Visual Studio

PROJECTS

4715 Jetsam

March 2019 – April 2019

Quirky Games | Lead Programmer

- Oversaw code changes to fix issues and verify functionality
- Created player controller; third person movement system; first person
- Implemented Enemy decision system through finite state machine

Catformer

September 2019 – December 2019

Group Ocho | Programmer

- Implemented player mechanics
- Created weighted random platform selector.
- Oversaw Android platform specifications and compilation

Visualizing Uncertainty Design Jam

June 2016 – June 2016

Unnamed Team | Programmer

- Tasked to help design visualizations for conveying world map information.
- Contributed as a programmer to the team's interactive simulation.

EDUCATION

University of Central Florida, Orlando FL

May 2020

- B.A. Digital Media - Game Design
- Association for Computing Machinery Member

2017 - Present