

Dakarai Simmons

UI/Gameplay Programmer

[Portfolio](#)

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EXPERIENCE

Unreal Engine Programmer • May 2021 - Present

Captilight LLC • Path of Kami

- Worked with UI designer to implement support for layout changes caused by ultrawide screens and different languages.
- Refactored UI logic to reduce complexity and to handle seamless switching between input devices
- Contributed to existing codebase to solve player-breaking bugs, and optimize gameplay
- Developed tools to streamline importing localized data into engine

Unreal Engine Programmer • Aug 2020 - Mar 2021

Soulcade Interactive LLC • Unannounced Title

- Extended the engine with customized detail panels to help configure level-building assets.
- Exposed hooks into C++ logic for teammates to expand functionality.
- Implemented gameplay mechanics and stealth AI behavior.
- Integrated game assets & effects into the surrounding game logic

PROJECTS

Technobabble • Jan 2020 – Apr 2020

Unreal Engine Programmer

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

Catformer • Sep 2019 – Dec 2019

Unity Programmer

- Developed scripts for background parallax, and scale consistency between mobile device sizes
- Optimized platform and background systems for indefinite run time

4715 Jetsam • Mar 2019 – 2019

Unity Programmer

- Responsible for designing and implementing a terminal-based UI for the game's robotic theme.
- Developed the third-person control system and first-person shooting mechanics
- Contributed to a friend-or-foe system for the player's manipulation mechanic

EDUCATION

University of Central Florida, Orlando FL

Bachelor of Arts, Dec 2020

Major: Digital Media – Game Design Track

Minor: Philosophy