Dakarai Simmons   904-704-2330
Gameplay Programmer   dakar0416@gmail.com

SKILLS

- Object Oriented Programming
- Game Systems Design

- Level Design
- Version Control

TOOLS

- C/C++
- C#
- Git

- Unreal Engine 4
- Unity 3D
- Subversion

EDUCATION

University of Central Florida, Orlando FL
Bachelor of Arts
Major: Digital Media - Game Design
Minor: Philosophy   May, 2020

EXPERIENCE

4715 Jetsam (Unity)
- Implemented player controller
  - Third Person movement system
  - First Person ranged combat system
- Created Enemy AI system
  - Enemies designed to fire at player from a determined range
  - Can change affiliations to attack other AI agents
  - Implemented through finite state machine
- Create state-based UI system.
  - Mimicked text-based console interface

Catformer: (Unity)
- Random placement of platforms
  - Tasked to spawn platforms in a way that prevented players from relying on one pattern for progression
- Seamlessly scrolling parallax effect with background sprites
- Implemented primary-tap-to-jump mechanic

Spud nik: (Unreal Engine 4)
- Implemented Enemy A.I.
  - Worked on enemy guard that patrols a given path and pursues the player
- Contributed to player mechanics and systems
  - Setup movement system for wall hugging along defined paths
  - Setup structure for player character animation transitions

STUDENT ACTIVITIES

Association for Computing Machinery
GameDevKnights