

Dakarai Simmons

UI/Gameplay Programmer

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EXPERIENCE

Unreal Engine Programmer • May 2021 - Present

Captilight LLC • Path of Kami

- Worked with UI designer to restructure the widget hierarchy which resulted in proper handling of ultra-wide resolutions and localizations.
- Refactored UI logic from blueprints to C++ to build a collection of reusable widgets that met desired feature set.
- Contributed to existing codebase to solve player-breaking bugs, and optimize gameplay
- Developed tools to streamline 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 to make way for designer scripting
- 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 controller 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 devices
- Optimized platform and background scrolling systems for indefinite runtime

4715 Jetsam • Mar 2019 - Apr 2019

Unity Programmer

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

EDUCATION

University of Central Florida • Dec 2020

BA: Digital Media - Game Design

Minor: Philosophy

SKILLS & TOOLS

- C/C++
- C#
- JavaScript
- Python
- Visual Studio
- Git
- Perforce
- Subversion
- Unity 3D
- Unreal Engine 4