DOMINIQUE MCCORMACK

Game Designer, Programmer and Web Developer

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📍 Yonkers, NY

SUMMARY

Being a well-rounded generalist ranging from game design, art to programming and web development paved my way into the software industry. I am eager for opportunities to utilize my diverse engineering background to build engaging experiences for video games or any form of interactive media.

EXPERIENCE

Game Design Intern

Astrea Media

📅 05/2021 - 08/2021 📍 New York, NY

Helped design a virtual reality/smartphone app game in Unreal Engine.

- Design game mechanics using blueprints and C++, test animations and render cinematics.

Teaching Assistant

NYU Tandon Computer Science Department

📅 01/2021 - 05/2022 📍 Brooklyn, NY

Taught a CS course on Digital Logic and Verilog Design.

- Managed exams, assignments, and hosted lab exercises.

Student Aide

NYU Tandon Career Services

📅 05/2021 - 12/2021 📍 Brooklyn, NY

Provide customer service to all students for their job/internship search.

- Hosted career fairs, website backend manager, graphic designer.

PROJECTS

Senior Design Project

📅 09/2021 - Ongoing

Designing an open world Sonic fan-game with a variety of quests, exploration, mystery and fast-paced action in Unreal Engine 4.

- Beautifully rendered cinematics in 4K.
- Designed a character physics system using blueprints and C++ for a combat system, momentum physics, stunts and tricks.
- Developed a thesis paper based on this detailing the design process and documentation of the project with IEEE Xplore standards.

Portfolio Website

📅 01/2022 - Ongoing

Personal website made from scratch using HTML, CSS and JS libraries to showcase my work. Link is at the top of this page.

- Accessible on both browser and mobile

Glitch, IOS Mobile Game

📅 04/2022 - 05/2022

2D dungeon crawler made in Unity filled with puzzles to solve.

- Fully playable on iPhone with user-friendly and responsive controls.

SKILLS

Unity Photoshop After Effects

C++ C# Python HTML

CSS JavaScript jQuery

Unreal Engine Autodesk Maya

Premiere Pro Adobe Illustrator

Game Maker Studio 2

STRENGTHS

Leader

Motivating a team of developers to create innovative ideas that revolutionize the industry.

Creativity

From researching on the internet to surfing various videos online, I invent ideas in seconds.

Self-Motivated

Self-taught throughout my college degree and challenged myself without a helping hand.

EDUCATION

Bachelor of Science, Computer Engineer

New York University, Tandon School of Engineering, GPA: 3.3

📅 01/2019 - 05/2022

AWARDS

Dean's List, 2020-2021

NYU Tandon School of Engineering

Salutatorian, Class of 2018

Lincoln High School

Certificate of Recognition for Academic Achievements, 2018

Mayor of Yonkers