

DOMINIQUE MCCORMACK

Game Designer, Programmer and Web Developer

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tempest-digital.io

Yonkers, NY

SUMMARY

My versatility enables me to be creative in many professions. Expertise in crafting immersive gaming experiences, creating digital art for various mediums, building intuitive websites, and telling compelling visual stories through dynamic video editing and production. With a multidisciplinary skill set, I deliver high-quality work that leaves lasting impressions.

EXPERIENCE

Freelance Game Designer

05/2020 - Present

Participated in game jams or game development work for team projects.

- Level Designed meticulous gameplay flow by balancing challenging gameplay and player progression with rewarding experiences.
- Programmed various game mechanics in Unity and Unreal Engine that enhanced player engagement and interaction.
- Designed stylized environments for maps in game projects using effective lighting and textures for a cartoon or anime-style feel.
- Used Maya to 3D model character and prop assets.

Freelance Graphic Designer and Video Editor/Production

01/2018 - Present

Worked closely with clients, delivering video content and digital art that matched their creative vision and brand identity.

- Projects include various vector art mediums like logos, cartoons, posters, etc., and editing videos for a diverse client base such as corporate, promotional, social media, or documentary projects.
- Designed artwork with Photoshop and Illustrator using color theory, composition and typography, Premiere Pro for video editing and After Effects for animation/VFX.
- Met deadlines with a seamless workflow on multiple projects, while incorporating feedback and revisions, ensuring client satisfaction.

SKILLS

Unity	C++	OpenGL	C#	Python
HTML/CSS/JS	Unreal Engine	Autodesk Maya		
Game Developer	Level Designer	Environment Artist		
3D Modeler	UI/UX	VFX	Mobile Game Development	

EDUCATION

Bachelor of Science, Computer Engineer

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

01/2019 - 05/2022

PROJECTS

Action-Adventure Fan Game

09/2021 - Present

<https://tempest-digital.io/#RgeSWx8a12w>

Developing a fan-game in Unreal where you play as Sonic The Hedgehog, traversing multiple open-world maps. This project is heavily inspired by Insomniac's Marvel's Spider-Man game series' game mechanics in terms of parkour physics and action.

- Designed a character physics system using blueprints and C++ for a combat system, momentum physics, stunts and tricks.
- Multiple playable characters with distinct move sets and gameplay.
- Implemented AI behaviors and enemy character mechanics in C++ using pathfinding.
- Applied 3D math principles to optimize collision detection algorithms (procedural generation, physics simulation and camera control).
- Utilized advanced lighting and shading techniques with 3D math.

Glitch, Mobile Game

04/2022 - 05/2022

<https://juju136.itch.io/glitch>

Designed an iOS mobile game using Unity and C# where the player navigates a spaceship in lockdown due to it malfunctioning. Solve puzzles and defeat enemies to escape locked rooms and fix the malfunctioning circuitry.

- Designed and programmed gameplay mechanics, user interface, and touch input controls.
- Utilized graphics APIs, such as OpenGL ES, to optimize rendering performance on mobile devices.

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.



Team-Spirit

Build morale and maintain the teams' self-confidence to achieve the desired outcome.