

Datorien Anderson

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AI/ML Engineer in Games

I'm a Technical Game Designer who starting to specialize in Generative AI Agents, and I am passionate about crafting immersive experiences in the gaming world. My past work includes nearly two years at Interplay Learning, where I contributed to the development of interactive learning simulations for clients such as Carrier, ITI, and Goodman, as well as helping with the localization of initial South African simulation modules.

WORK EXPERIENCE

VR Simulation Designer • 08/2021 - 01/2023

Interplay Learning • Remote

- Produced 30+ individual modules in Unity across two projects for Carrier.
- Worked on the strategic team to build customized, immersive learning experiences utilizing both screen-space and VR for major clients, such as Carrier, ITI and Goodman.
- Seamlessly integrated technical and creative elements using C# (using makeshift scripts to test out functionality), Oculus VR, Unity, scripting for interactive functionality, and ensuring optimal animation using tweens.
- Played a critical role in the localization of the initial Gen-Catalogue scenes for the South African market, contributing to Interplay's aim to train one million South Africans by 2025.
- Mentored a new hire to effectively assume the role of localization efforts, demonstrating leadership and knowledge transfer capabilities.
- Managed camera placements and procedural step designs to enhance user comprehension and interactive experience.

EDUCATION

Bachelor's degree in Human-Computer Interaction (Game Design)

Full Sail University • 01/2018 - 01/2021

Learned extensively how to utilize C# inside of the Unity Game Engine and briefly inside of UE4 with blueprints, using the AAA development pipeline, playtesting, and project scope/risks.

High School Diploma in General

Fern Creek High School • 08/2010 - 06/2014

Classes primarily consisted of AP History, AP Art & Art History, Business Management, Computer Programming and JROTC classes as my specialties.

CERTIFICATIONS

Deep Reinforcement Learning

Hugging Face • 12/2023

Machine Learning

Stanford University & DeepLearning.AI • 11/2023

Intro to Generative AI & Generative AI for Developers Learning Path

Google Cloud • 10/2023

Learn C++

Codecademy • 05/2021

AWARDS & SCHOLARSHIPS

Honorable Mention, Long Form Format, 2022

Science Fiction & Fantasy Poetry Association • 09/2022

PROJECTS

Void: Occultic Syntax

Terminus Interactive • 05/2023 - 05/2023

- Void:OS is a hangman game that features the ability to play using binary, multitap numberpad and standard input to play. The main loop was developed in two weeks.
- It's created in Unity, C# is the main language and can be played on the Android and Unity via WebGL.

Vile Escape

Full Sail University • 10/2020 - 01/2021

- Vile Escape is a top-down zombie shooter; I programmed some of the gameplay, created a quest component tool and created the road and subway levels.
- Capstone Project created at Full Sail University; with Timothy Cobb and several other game designers and game artists. The project was well received by the professors who'd insisted that we continue developing and ship it. Albeit, we needed unanimous consent to do that.

TrackIt

- Program created entirely in Rust that allows the user to track what book they are reading and then serializes and saves the information using JSON; the tracked book(s) can be edited and a display bar shown to show progress written.

SKILLS & INTERESTS

Gaming, Archery, Generative AI, Greek Mythology, Mechanical Puzzles, Poetry

Programming: C#, C++, Python

Game Design & Development: 3Cs Focused Game Design, Adobe Illustrator, Adobe Photoshop, Content Design, Game Mechanics, Gameplay Programming, Prototyping, Quality Assurance, Quest Design, Unity3D, Virtual Reality Design

Writing: Creative Writing, Poetry, Short Stories, Technical Writing, World Building

AI / ML: Google Cloud Platform, Google Colab, Jupyter Notebook, Vertex AI