

VINCENT J. DOH

Rendering Software Engineer



CAREER OBJECTIVES

Seeking a challenging career with a progressive organization that provides an opportunity to mold, and to capitalize my technical skills and expertise, on projects that matter in the field of Game Development.



EDUCATION

August - October 2021- **Certificate in Software Development (CSD)**
Ghana – India Kofi Annan Centre of Excellence in ICT (AITI-KACE).

January - August 2022 - **Diploma in Business Computing (DBC)**
Ghana – India Kofi Annan Centre of Excellence in ICT (AITI-KACE).



AUTODIDACTIC

- Computer Science Edx
- Sololearn - C++
- Vulkan API
- PIX
- Code Academy - Game Dev



CERTIFICATIONS

- Electronic Arts Virtual Experience Programme on Forage – December 2022
- Code Academy Game Development
- Sololearn C++ Certificate

ABOUT ME

The EA's Next-Gen Talent pioneer. I am a Virgo and so a determined perfectionist with creativity in view, I am passionate about Game Development.

CONTACT

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INTERESTS

- Gaming
- PC Building
- Problem Solving
- Books
- New Technologies
- Coding

HOBBIES



TECHNICAL SKILLS

- C++
- Vulkan API
- PIX
- C#, Python, SQL
- Java, JavaScript
- Unreal Engine



EXPERTISE

- Test and Debug
- Multiple platform
- Research new Tech
- Math skills / 3D math
- Rendering PC Build
- Acute thinker



SKILLS

- Strong collaboration skills, ability to work well with designers, artists, engineers.
- Research and implement rendering techniques.
- Communication ability and proven leadership skills



ACHIEVEMENTS

- Team leader on a Software Development Project.
- Stood as a presenter on a Flowchart Management System.



EXPERIENCE

- Electronic Arts Virtual Experience Programme on The Forage
 - Used a high-level programming language to build a game class feature.
 - Maintained existing code and functionality during assimilation into ongoing operations of development optimization.
 - Composed great feature proposal and character creation for The Sims.
- Freelancing: Collaborated with Senior-Level engineers to develop project