
DANIEL T. PERRY

Game Programmer

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PROFILE

Focused and task-oriented programmer who is comfortable working in many aspects of programming. Has experience in many areas of game programming such as Gameplay Logic, Core Engine, AI and UI.

EDUCATION

DigiPen Institute of Technology

Redmond, WA (2009 - Spring 2013 expected)

- Bachelor of Science in Computer Science in Real Time Interactive Simulation
 - Minor in Mathematics
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TECHNICAL SKILLS

Programming Languages:

- Intermediate C/C++
- Intermediate C#
- Intermediate Java
- Intermediate Python
- Beginning x86 Assembly

APIs:

- Embedded Python
- FMOD
- Win32
- Winsock
- DirectX
- OpenGL

SDKs, Engines:

- Unity Game Engine
- Google Android
- Nintendo Wii
- Playstation Mobile
- Microsoft XNA

Miscellaneous:

- Visual Studio
 - SVN
 - Git
 - 3DS Max
 - Photoshop
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DIGIPEN PROJECT EXPERIENCE

Individual Project

Game Title: *Synchronicity*, a 2D top-down multi-dimensional shooter

- Created multi-platform game using the Unity3D game engine
- Profiled code to ensure playability on mobile phones
- Planned out and followed schedule to keep on track

Sept. 2012 - Dec. 2012

Game Engine: Unity

Language: C#

Platforms: Windows / Android

Technical Lead on Team Locked Cellar (5 Programmers, 2 Designers, 3 Artists)

Game Title: *Stonewick Manor*, a 3D first person horror game

- Created base engine core
 - Implemented threaded job queues
 - Implemented simple profiling system to find bottlenecks
- Abstracted input system to simplify game logic
- Designed and implemented AI and UI systems
- Collaborated with Designer team to implement desired functionality
 - Wrote outward-facing Python functions
 - Created tools for Designer use

Sept. 2011 - Apr. 2012

Language: C++ / Python

Platform: Windows

General Programmer on Team Hugely Important (3 Programmers, 1 Artist)

Game Title: *Space Pirates vs. Space Zombies In Space*, a fast-paced 2D RTS

- Joined team late; Started contributing to project within 2 days.
- Designed and implemented graphics system using DirectX 9
 - Created a graphics asset management system
- Wrote input system
- Created UI logic
 - Worked with game designer to ensure look and feel was correct

Dec. 2010 - Apr. 2011

Language: C++

Platform: Windows
