
DANIEL T. PERRY

Game Programmer

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EDUCATION

DigiPen Institute of Technology

Redmond, WA (2009 - 2013 expected)

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

Languages:

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

APIs:

- DirectX
- DirectInput
- FMOD
- OpenGL
- Python
- Winsock

Miscellaneous:

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

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

Sept. 2011 - Apr. 2012

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

Language: C++

- Created base engine core
 - Implemented Threaded Job Queues
 - Implemented Simple Profiling System to find bottlenecks within the game
- Created abstracted Input System for united and simplified access throughout the engine
- Took initiative by creating AI and UI systems alone
- Communicated with Designer team to implement desired functionality
 - Wrote outward-facing Python functions.
 - Wrote specific user-interface logic
 - Created tools for Designer use

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

Dec. 2010 - Apr. 2011

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

Language: C++

- Joined team late; Started contributing to project within 2 days.
- Created Graphics System
 - Uses DirectX 9
 - Created an asset management system
- Created Input System
- Wrote User Interface Logic
 - Worked with game designer to ensure look and feel was right

Technical Lead on Team Abusement Park (4 Programmers)

Jan. 2010 - Apr. 2010

Game Title: *VelociRunner*, a 2D Platformer

Language: C

- Created base game engine
 - Created Graphics System
 - Uses the Windows Console
 - Completely self-made
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