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| **Walt** Destler | walt@waltdestler.com[www.waltdestler.com](http://www.waltdestler.com) (portfolio) |
| *I want to be part of a group of amazing game creators who value collaboration, creativity, and high quality from all members.**I am a programmer first, but a game designer close-second, and my teams value me for both.* |
| SKILLS |
| **Languages****Technologies****Platforms****Version Control****Software** | C#, Java, C++, Python, Objective-CUnity3D, .Net, DirectX, OpenGL, TCP, UDP, DjangoiOS, Android, Windows, Mac, LinuxPerforce, Subversion, GitVisual Studio, MonoDevelop, XCode, IntelliJ, Eclipse, Netbeans, Photoshop |
| WORK EXPERIENCE |
| *Cosmoteer* | Self-Employed | August 2015 – Present |
| An in-development PC game in which players design and build starships while exploring a galaxy. Download at [cosmoteer.net](http://www.cosmoteer.net). |
| * Designed original gameplay mechanics that combine Simulation, Strategy, and RPG game genres.
* Created a custom 2D game engine that is written in C# and uses Direct3D 11.
* Created a component-based U.I. programming framework for games with powerful auto-layout capabilities.
* Implemented a robust “ship’s crew” simulation including pathfinding, congestion-avoidance, and job-assignment.
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| Univ. of California, Santa Cruz | Lecturer | September – December 2016 |
| * Taught graduate-level *Fundamentals of Game Engineering* course; 10 weeks, 2 lectures/week, 1-2 hours/lecture.
* Designed curriculum to teach students the C++ language and fundamental game programming concepts.
* Designed and graded programming project assignments.
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| Rumble Entertainment | Lead Gameplay Engineer | September 2014 – August 2015 |
|  | Senior Game Engineer | April – September 2014 |
|  | Game Engineer | August 2012 – March 2014 |
| * **Launched Title**: *Nightmare Guardians*, a multiplayer action game for mobile devices.
* **Launched Title:** *KingsRoad*, an action RPG for web and mobile devices.
* Implemented gameplay and metagame logic on both client (C#) and server (Java).
* Created custom U.I. tools and programming framework for Unity3D.
* Implemented A.I. for companion/ally characters.
* Created custom scripting system to allow for easy creation & iteration of guided tutorials.
* Mentored newer engineers, bringing them up to speed on existing systems.
* Organized code reviews and provided architectural guidance.
* Represented the engineering team in the feature review/sign-off process.
* Held weekly one-on-one meetings with the other engineers to provide feedback on their progress and give clear goals.
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| Schell Games | Game Engineer | January – August 2011 |
| * **Launched Title:** *Battle Ball*, a 3D Facebook game. Programmed U.I. (C#/Unity3D) and server logic (Python).
* **Launched Title:** *Mechatars*, a 3D web game. Programmed U.I (C#/Unity3D).
* Implement sophisticated U.I. screens such as inventory and character customization panels.
* Designed and implemented the gameplay analytics tracking server and front-end used by both games.
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| Walt Disney Imagineering | Intern | May – August 2010 |
| * Created and programmed a prototype for an interactive ride involving laser tracking.
* Programmed an exhibit that used hot and cold water and an infrared camera to mix together images and video.
* Implemented a zoomable-level-of-detail viewer for 100,000+ pixel-wide images of Mt. Everest.
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| Aid Networks | Software Developer | May 2007 – June 2009 |
| * Implemented the U.I. and wrote low-level firmware for an innovative medical device.
* Designed and implemented an extremely lightweight U.I. programming language and toolkit.
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| Dept. of C.S., Univ. of Maryland | Undergraduate Research Assistant | (summers of 2004, 2005, 2006) |
| * Created *Dragonflock*, a research project to simulate and computationally “evolve” flocks of dragons that compete in a simple strategy game.
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| EDUCATION |
| Carnegie Mellon University | Master of Entertainment Technology | 2011 |
| A two-year degree jointly conferred by Carnegie Mellon’s School of Computer Science and College of Fine Arts. It is the equivalent academic weight of an M.F.A. or M.B.A. degree. |
| * *Building Virtual Worlds*, a class in which teams of students create digital “worlds” using novel interactive technologies. Students ranked each other in several categories, and out of 80 students, my overall rankings were:Quality of Work: **1st**, Leadership: **2nd**, Creativity: **7th**, Easy to work with: **13th**, Hours worked: **14th**.
* *2010 GDC Student Scholarship.* I was one of 25 worldwide selected to attend the Game Developer’s Conference for free.
* Related Projects (see below): *WAY, The Iminintech Project*
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| University of Maryland | B.S. Computer Science | 2007 |
|  | B.A. Theatre Performance | 2007 |
| * Notable Coursework: *Human-Computer Interaction*, *Software Engineering*, *Evolutionary Computation & Artificial Life*
* Member of University Honors Program, an interdisciplinary Honors college.
* Dean’s List, to which I was selected for 7 semesters.
* Theater: *Our Town* (actor, Wally Webb), *Power* (staged reading, director) *Urinetown* (assistant director), *Eleemosynary* (sound board operator), *Jane Eyre: The Musical* (projections operator), *The Colored Museum* (assistant stage manager).
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| OTHER PROJECTS |
| WAY | Lead Programmer, Co-Designer | (Academic Team Project) |
| An award-winning cooperative puzzle platformer in which two players must learn to communicate with each other by “puppeteering” their characters. |
| * Principle contributor to the design of character controls, tutorial elements, puzzles, and story.
* Implemented character controls, including an interface to “puppeteer” the players’ characters.
* Implemented a designer-friendly puzzle scripting system that required no coding by designers.
* Implemented peer-to-peer networking for both characters and environmental elements.
* Awards and recognition: **Game of the Year** (Won, *Games For Change 2012),* **Most Innovative Game** (Won, *Games For Change 2012),* **Developer’s Choice** (Won, *IndieCade 2011),* **Best Student Game** (Won, *Independent Games Festival 2012),* **Best Gameplay** (Nominated, *Games For Change 2012),* **Nuovo Award** (Nominated, *Independent Games Festival 2012).*
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| The Iminintech Project | Lead Programmer | (Academic Team Project) |
| A two-story building and interactive technology showcase experienced by thousands at CMU’s Spring Carnival. |
| * Led the design and game programming for the “Surface Floor”, a four-by-eight foot multi-touch floor.
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| Tanky-Tank | Lead Programmer/Designer | (Hobby Team Project) |
| A networked multiplayer tank action game created by a volunteer team of four. |
| * Implemented (using DirectX & OpenGL) all game elements such as rendering, audio, U.I., networking, and gameplay.
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| Enhanced Editor++ | Programmer | (Self-Employed Project) |
| An editor extension for the Unity3D game engine that adds convenience features to the editor. Was sold on the Unity Asset Store until the release of Unity 5. |
| Threesus | A.I. Programmer | (Hobby Project) |
| An A.I. computer program that understands how to play the mobile game *Threes*. Featured on websites such as Kotaku and Gamasutra. |
| * Current High Score: **774,996** with a high card of 6144.
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