

Walt Destler

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Code samples and downloadable projects available online.

Summary

Objective A full-time position as a generalist software engineer in games or entertainment.

Technology Skills

Programming Languages C, C++, C#, Objective-C, Java, Python

Technologies Microsoft .Net, DirectX 9, OpenGL, OpenAL, Panda3D, TCP/IP, iPhone, TinyOS

Software Microsoft Visual Studio, XCode, Eclipse, NetBeans, Microsoft Office, Subversion, Perforce, Microsoft Windows, Mac OS X, Linux (Ubuntu)

Education

Master of Entertainment Technology Expected Graduation May 2011
Carnegie Mellon University Pittsburgh, PA

- A two-year Masters of Entertainment Technology degree, jointly conferred by Carnegie Mellon University's College of Fine Arts and School of Computer Science. It is the equivalent academic weight of an M.F.A. or M.B.A. degree.

B.S. Computer Science, B.A. Theatre Graduated Dec. 2007
University of Maryland College Park, MD

Employment

Intern I programmed interactive prototypes utilizing technologies such as thermal cameras, multi-touch displays, and blob-tracking cameras. I also created a Gigapan-like panoramic application for viewing high-resolution panoramic images of Mount Everest
Walt Disney Imagineering, Creative Technology Group
• May. 2010 to Aug. 2010, Glendale, CA

Software Developer I wrote U.I. firmware, development tools, and Java server software for wireless patient monitoring devices designed for hospital emergency rooms and disaster triage areas.
Aid Networks
• Jun. 2007 to Jul. 2009, Baltimore, MD

Undergraduate Research Assistant I designed and programmed this research project to simulate and computationally "evolve" flocks of dragons that compete in a simple strategy game.
Dep. of C.S., Univ. of Maryland
• Jun. 2004 to Aug. 2006, College Park, MD

Other Programming Projects

Tanky-Tank A networked-multiplayer game developed over several years by a team of four, whom I led. I was the principle programmer.
• <http://www.tanky-tank.com/tanky-tank>

Building Virtual Worlds Every two weeks a different team of four students works together to create a different "world" or game. During the course of the semester we were ranked by our teammates in five categories, and my overall rankings are... *Quality of Work: top 5%. Leadership: top 5%. Creativity: top 10%. Easiest to Work With: top 20%. Hours Worked: top 20%.*
• Carnegie Mellon University, Entertainment Technology Center.

The Iminitech Project A two-story, interactive, walkthrough, story-telling experience created over the course of a semester by a team of nine students. I led the creation of and programmed a four-by-eight foot multitouch floor with two playable games, *Stomp-a-Bot* and *What the Puck 5000*.
• <http://www.etc.cmu.edu/projects/i3/>
• Carnegie Mellon University, Entertainment Technology Center.

Achievements

Please see reverse side.

Achievements

2010 GDC Student Scholarship

I was one of 25 students worldwide selected by the International Game Developers Association to receive a scholarship to the 2010 Game Developers Conference.

Theatrical Productions

- University of Maryland, Department of Theatre

Eleemosynary (sound board operator), *Our Town* (actor, Wally Webb), *Jane Eyre: The Musical* (projections operator), *The Colored Museum* (assistant stage manager), *Urinetown* (assistant director)

Dean's List (7)

- University of Maryland

I was selected seven times to the semester Dean's List.

University Honors Program

- University of Maryland
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University of Maryland's interdisciplinary Honors college.