Dillon Drummond
Game Developer & Software Engineer

I love writing code because it's the closest I'll ever come to being a wizard.

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https://youtu.be/aJWZVdJ4ZpE

SKILLS

C# · Unity · C/C++ · Unreal Engine 5 · Git Bash · Jira · Agile · Scrum · Trello · GML · Teamwork · Communication · Linear Algebra · Calculus · 3D Math · Computational Math · Confluence · Data Structures · Algorithms · VR Development

PROJECTS

Solitary Space , Spring 2023

Gameplay & Generalist Programmer
- Solitary Space is a VR spaceship simulator with arcadey, turret-based combat
- Responsible for graphics, gameplay, animation, and tools on a team of 3 programmers using Unity and C#
- Created visual elements like a 3D holographic map, body and hand presence with inverse kinematics for the arms to improve UX
- Created an event-based input system to simplify Unity's VR toolkit, and interactable controls like buttons, levers, and ship controls for the player to improve immersion and gameplay

Ubisoft Game Competition, Spring 2023

Gameplay & Generalist Programmer
- Created Flip Against the Frontier, an action-arcade pinball game where you play inside the machine. Players build new parts for the machine and using the pinball to fighting off the machine's anti-cheat to reach new high scores
- Collaborated on a multi-disciplinary team of 8 developers using Unity and C#, contributed 350 hours over 10 weeks
- Created audio tools improving ease-of-use for designers, diegetic UI centered around the pinball machine to immerse players, and performant gameplay systems to deliver a fun experience

Daedalus Dungeon Generator , Fall 2022

Solo Programmer
- Procedural dungeon generator tool using Unity and C#
- Using algorithms such as A*, Delaunay tetrahedralization, and minimum spanning trees to calculate realistic hallways between rooms
- Created editor tools and comprehensive documentation before releasing on Github as a Unity plugin

Mid-Death Crisis, Fall 2022-Spring 2023

Gameplay & Generalist Programmer
- A local coop, turn-based, strategy game built using Unreal Engine 5, C++, and blueprints
- Created robust designer tools to establish pipelines for gameplay and narrative implementation
- Employed use of rapid prototyping, frequent testing, and the Agile methodology to improve gameplay quality and eliminate bugs

EDUCATION

Champlain College, Burlington, VT

Pursuing a Bachelor's Degree in Game Programming, Expected May 2024
Pursuing Minors in Math and Cybersecurity, Expected May 2024

- President's List Fall 2020, Spring 2021, Fall 2021, Spring 2022, Fall 2022, and Spring 2023
- Trustee's List 2020-2021, 2021-2022, and 2022-2023 school years
- Dean's List Fall 2023
- 3.99 GPA
- Study Abroad Montreal, Canada, Spring 2023

WORK EXPERIENCE

Game Programmer, 09/2022 - 08/2023

Emergent Media Center, Champlain College, Burlington, VT

- Used Unity, C#, C++, QT, and Agile development process across several projects
- Worked with a team of 4 developers on each project with varying disciplines between programming, art, and design
- Created a series of prototypes for an educational game for Beta Technologies to showcase their new eVTOL aircraft, ALIA
- Created a DICOM file viewer and construct voxel volumes from the 2D cross sectional images
- Leveraged ChatGPT and StableDiffusion to create both a text adventure and a skybox generator
- Utilized ChatGPT to develop a tool to help Dungeon Masters in D&D 5e

Strategic Designer 05/2021 - 06/2021

Emergent Media Center, Champlain College, Burlington, VT

- Used Human Centered Design to ideate and synthesize solutions to increase participation in the VSAC GearUp program
- Conducted meetings with clients, benefactors, and shareholders to ensure all needs were being filled