

# Dillon Drummond

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## EDUCATION

### Champlain College

Bachelor of Science in Game Programming with minors in Mathematics and Cybersecurity

3.99 GPA | Outstanding Programmer Award | Summa Cum Laude | Trustee's List 2020-2023 school years | President's List Fall 2020 - Spring 2023 and Spring 2024 | Dean's List Fall 2023 | Study Abroad Montreal, Canada, Spring 2023

**Burlington, VT**

May 2024

## SKILLS

Unity | C# | Unreal Engine 5 | C++ | C | Github | GitBash | SVN | Perforce | Agile | Scrum | OpenGL | GLSL | Vulkan | ARM | MASM | Jira | Confluence | Linear Algebra | Calculus | 3D Math | Networking | Algorithms | Data Structures | VR Development | Communication | Conflict Management

## PROJECTS

### Mid-Death Crisis

Gameplay and Generalist Programmer

**Sep 2023 - May 2024**

Burlington, VT

- A local coop, turn-based, strategy game built using Unreal Engine 5, C++, and blueprints on a team of 16 core devs released on Steam
- Created robust designer tools to establish pipelines for gameplay and narrative implementation
- Leveraged rapid prototyping, frequent testing, and the Agile methodology to improve gameplay quality and eliminate bugs

### Solitary Space

Gameplay and Generalist Programmer, Project Owner

**Feb 2023 - Apr 2023**

Montreal, QC, Canada

- Solitary Space is a VR spaceship simulator with arcadey, turret-based combat
- Managed development of graphics, gameplay, animation, and tools on a team of 3 programmers using Unity and C#
- Improved UX by creating visual elements including a 3D holographic map and body/hand animations with inverse kinematics for the arms
- Developed an event-based input system to simplify Unity's VR toolkit
- Improved immersion and gameplay with interactive controls like buttons, levers, and ship controls

### Ubisoft Game Lab Competition

Gameplay and Generalist Programmer

**Feb 2023 - Apr 2023**

Montreal, QC, Canada

- Created Flip Against the Machine, an action-arcade pinball game set inside the machine. Players build new parts for the machine and use the pinball to fight 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 and dialogue 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

Solo Programmer

**Nov 2022**

Burlington, VT

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

## WORK EXPERIENCE

### Game Developer

STEMtales

**Dec 2024 - Present**

Remote

- Developing educational STEM games using Unity and C# with a focus on gameplay, designer tools, and animation logic
- Ideating, designing, and rapidly prototyping concepts for gameplay mechanics, player motivations, and educational elements

### Technical Game Designer - Contract

Freeland VR

**Oct 2024 - April 2025**

Remote

- Added and improved gameplay features in customization and combat using UE4, C++, and blueprints
- Identified design risks, ideated solutions, and delivered constructive feedback on new features
- Reduced crashes by 50%, solved errors with key systems like controllers, and fixed other high priority bugs

### Unity VR Developer

VictoryXR

**Apr 2024 - Jul 2024**

Remote

- Assisted with reworking the avatar system on the live service VXRLabs app and helped ship a major update using Unity and C#
- Developed inverse kinematic system for leg animations and elbow rotation on virtual avatars with a robust height scaling system and UI
- Hunted and solved high priority animation, replication, and other bugs across the project using Photon for networking

### Game Programmer

Emergent Media Center

**Aug 2022 - Jul 2023**

Burlington, VT

- Used Unity, C#, C++, QT and Agile development process on various 4 developer teams
- Created prototypes for an educational game for Beta Technologies to showcase their eVTOL aircraft, ALIA
- Created a DICOM file viewer and construct voxel volumes from the 2D cross sectional images
- Leveraged ChatGPT and StableDiffusion to create an interactive text adventure, skybox generator, and a Dungeon Master's tool for D&D