

# Walt Destler

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[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

<b>Languages</b>	C#, Java, C++, Python, Objective-C
<b>Technologies</b>	Unity3D, .Net, DirectX, OpenGL, TCP, UDP, Django
<b>Platforms</b>	iOS, Android, Windows, Mac, Linux
<b>Version Control</b>	Perforce, Subversion, Git
<b>Software</b>	Visual 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://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.

### **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.

### **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.

### **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.

### **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.

## 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.

## 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.

## 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: **1<sup>st</sup>**, Leadership: **2<sup>nd</sup>**, Creativity: **7<sup>th</sup>**, Easy to work with: **13<sup>th</sup>**, Hours worked: **14<sup>th</sup>**.
- *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*

### 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).

## 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*).

### 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.

### 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.

### 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.