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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-C  Unity3D, .Net, DirectX, OpenGL, TCP, UDP, Django  iOS, Android, Windows, Mac, Linux  Perforce, Subversion, Git  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://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. | | | | | | | | | | | | | | | | | | | | | | | |
| 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: **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* | | | | | | | | | | | | | | | | | | | | | | | |
| 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. | | | | | | | | | | | | | | | | | | | | | | | |