Dustin Farris

Software Engineer

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TECHNICAL SKILLS:

- Proficient with **C++, C#,** and **Python**.
- Experience with **Unity 3D** and **Unreal Engine 3/4**.
- Experience deploying and developing on multiple platforms including: **iOS, Android, Steam/PC/Mac**
- Comfortable using **Perforce, GIT ,** and **Subversion** version control systems.
- Familiar with **Agile** software development.

PROFESSIONAL EXPERIENCE:

Software Engineer, Section Studios (http://sectionstudios.com/) Oct 2013 – Current

Titles Shipped: Rival: Crimson X Chaos (iOS/Android), Dead Realm (PC/Mac for Steam), Zombie Killer Squad (iOS/Android), Smart Runners (Android), Santa HQ (iOS/Android)

- Worked with **Unity 3D** to develop multiple games for **PC, Mac, iOS,** and **Android**.
- As lead Client Engineer on Rival, implemented and oversaw the development of multiple features including the following: Guilds, Character Attributes, Character Abilities, UI Menus, and Replay system.
- Lead Engineer on Dead Realm, a Multiplayer first person horror/action game on Steam.
- Designed and Developed multiple features for Zombie Killer Squad which reached #2 in the free category of the Apple App Store.
- Lead Engineer on 3 educational games that released on the Google Play Store.
- Implemented multiple systems for Dead Realm including the following: character controller, camera, networked ability system, and game match rulesets.
- Integrated 3rd party SDKs including Ads, Analytics, and Cloud Data Synchronization for games developed at Section Studios.
- Developed an Augmented Reality app for **iOS** and **Android** using **Unity 3D**
- Helped with planning, identifying technical solutions, and communicating with clients about product requirements and time estimates for multiple game titles.

Software Engineer, Marquee Productions, Inc Feb 2013 – Aug 2013

- Worked with **Unreal Engine 3**, using both **Unrealscript** and **C++**, to develop an unreleased **MMO** called Marquee World.
- Implemented gameplay features focused on networked multiplayer.
- Worked closely with Tech Art and Art team to develop a component based interactive object system that streamlined content creation and expedited Tech Art's workflow.
- Implemented a customizable dynamic loading screen system.
- Integrated third party framework called **Awesomium** using both **Unrealscript** and **C++** into **Unreal Engine 3**.

Software Engineer, USC Games Intelligence Lab May 2012 - Oct 2012

- Using **Unity 3D**, developed a data visualization and exploration tool for a virtual environment.
- Responsibilities included features to empower the user through data manipulation of the game environment and implementing UI functionality.
- Created a branching history path system for users to undo and make new choices, while keeping prior choices available for review.

ACADEMIC EXPERIENCE:

Gameplay Engineer, Core Overload Aug 2012 - May 2013

- Lead developer for the weapon system used in the game. Included implementation of over 10 unique weapons.
- Worked closely with designers to prototype and iterate on functionality and behavior of weapons.
- Utilized **Unreal Development Kit's** network implementation to add networked multiplayer support for gameplay behavior.
- Gained invaluable experience of working with a larger team and agile development practices.

Gameplay Engineer, Maseeh Entrepreneurship Prize Competition Oct 2011 – Dec 2012

- Created a virtual venue through which artists and fans could participate in a live concert.
- Developed gameplay features using **C#** and **Unity 3D** that included camera movement systems and environment lighting variations.

Software Engineer Intern, National Institute for Computational Sciences May 2010 – May 2011

- Worked with **Django**, a high-level **Python Web Framework**.
- Mainly developed using **Python** in a **Linux** environment with a focus on **Object-Oriented design**.
- Added features and functionality to the NICS user portal using a mix of **Python**, **HTML**, and **JavaScript.**
- Information used in the user portal was obtained using Python that interfaced with a Postgres database.

EDUCATION:

M.S., Computer Science – Game Development, University of Southern California, Los Angeles, CA 2013
B.S., Computer Science, **Second Major in Mathematics** University of Tennessee, Knoxville, TN 2011

References Available Upon Request