

DAKOTA HURST

Game Programmer / Unity Expert

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www.dakoder.com

Live in the East Bay

GOAL: Obtain a unique job that is both interesting and challenging, yet allows me to shine

SKILLS:

- C++, C #, JavaScript, Mel, Python
- Been using Unity (C#) for the last 7 years
- Use of many repositories and project management sites
- Autodesk Maya, Motion Builder
- Adobe Photoshop, Image Ready, Illustrator, After Effects
- High attention to detail, good sense of design both visually and as a overall
- Strong work ethic, and dedication to get to the bottom of the problem

8/12 - Present LUMINARY, San Francisco, CA

Game Programmer / Unity Expert

- Several contract jobs for a few different private companies working directly with clients on existing game and non game related projects
- Building a Free to play Time management Runner from the ground up
- Various gameplay tasks throughout the project
- Working out many physics & collision issues
- Working extensively with OnGUI and uGUI
- Much work with lighting, particles, shader work (Making things look awesome!)

7/10 - 8/12 FlyingWisdomStudios, San Francisco, CA

Programmer

- Designing GUI Systems in Unity3D
- Working with various API's
- Implementing social features
- Supporting the art pipeline
- Creating game play features

9/09 – 7/10 WishB, LLC, San Francisco, CA

Programmer

- Creating Camera functionality & player controls
- Working with chat & networking systems
- Implementing complex GUI
- Adding visual and physics based features
- Working with external calls from Unity to Java scripts
- Asset management and integration

7/06 - 9/09 The Art Institute of California-San Francisco, San Francisco, CA

- Bachelor of Science degree, Visual and Game Programming, Graduation December 2009
- (GPA 3.5) Course work includes:
Maya API, Programming for Shading, Geometry for Computer Graphics,
Advanced Shell Scripting, Principles of Programming, Object Oriented Programming, etc.