

# DAMIEN RENEE SPRINGER *SOFTWARE ENGINEER*

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## WORK EXPERIENCE

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### Resident Assistant

*DigiPen Institute of Technology*

**Apr 2022 - Present**

*Redmond, WA*

- Established DigiPen's first Living Learning Community by designing a focused curriculum and guidelines for conduct in order to foster a safe environment for queer education.
- Facilitated 30 residents' transition to dorm living through weekly meetings, roommate mediation, and periodic inspections of apartments in order to provide a safe and welcoming environment.
- Awarded RA of the Year for academic year 2022-2023.

## ACADEMIC PROJECTS

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### Gameplay Programmer

*Cats & Critters: A Dungeon Claw-er*

**Aug 2023 - Apr 2024**

*Multiplayer Party Adventure Game*

- Created a Dungeons & Dragons inspired party game in Unity on a team of nine people.
- Designed Player UI using the Unity UI system to provide visual feedback on health and abilities.
- Crafted an XP orb system by collaborating with designers to reward players for defeating enemies and exploring new areas on the map.
- Led a strike team to complete the final polish pass for encounters and set design through weekly meetings to identify and triage remaining polish tasks.

### Art Pipeline Programmer

*Inline: Out of Time*

**Aug 2022 - Apr 2023**

*Time-Attack Action Platformer*

- Developed and shipped a C++ custom engine game to Steam with an interdisciplinary team of twelve people.
- Expanded the Spine API library to allow importing fully animated assets into our custom engine.
- Implemented custom animation controllers using the event system to create smooth animation transitions.
- Coded early core engine classes such as Transform, Physics, and Collider classes to allow early prototyping in our custom engine.

## EDUCATION

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### DigiPen Institute of Technology

*Bachelor of Computer Science and Game Design*

**Expected April 2025**

*Redmond, WA*

- GPA: 3.74

## SKILLS

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**Languages:** Advanced C/C++ | C# | Python

**Tools:** Visual Studio | Git/Github/SVN | Unity Engine | Godot Engine | ClickUp | Trello | Figma

**Technical:** Data Structures | Linear Algebra | Pairs Programming | Technical Game Design | Debugging | Engine Architecture | Code Reviews

**Soft Skills:** Teamwork | Event Planning | Conflict Mediation | Time Management | Adaptability