DAMIEN RENEE SPRINGER *Technical Designer*

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ACADEMIC GAME PROJECTS

Technical Designer   **Aug 2024 - Present**
Do Not Approach   *2D Top-down Shooter*

- Created a 2D procedurally generated top-down shooter in Godot on a team of 5 people.
- Implemented a flexible gun base using Godot resources to allow easy prototyping and balancing of weapons for all members of the team.
- Improved player experience by implementing a real-time minimap that shows explored rooms and hallways to undiscovered parts of the map.

Technical Designer   **Aug 2023 - Apr 2024**
Cats & Critters: A Dungeon Claw-er   *Multiplayer Party Adventure Game*

- Shipped a Unity local co-op party game to Steam on an interdisciplinary team of nine people.
- Designed Player UI using the Unity UI system to provide visual feedback on health and abilities.
- Collaborated with designers to craft an XP reward system that engaged players through exploration, combat, and discovery.
- 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.

Tools Programmer   **Aug 2022 - Apr 2023**
Inline: Out of Time   *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.
- Acted as liaison between art and programming teams to balance expectations and ensure task completion.

WORK EXPERIENCE

Resident Assistant   **Apr 2022 - Present**
DigiPen Institute of Technology   *Redmond, WA*

- Assisted Professional Staff in the creation and implementation of DigiPen's first themed Living Learning Community and served as the supervising resident assistant for 2 consecutive years.
- 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.

EDUCATION

DigiPen Institute of Technology   **Expected April 2025**
Bachelor of Computer Science and Game Design   *Redmond, WA*

SKILLS

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

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

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

Core Skills: Teamwork | Delegation | Conflict Mediation | Time Management | Communication