

DAMIEN RENEE SPRINGER *Software Engineer*

(317) 586-2467 | damien@damienrenee.com | damienrenee.com | [/in/damien-renee/](https://in.linkedin.com/in/damien-renee/)

WORK EXPERIENCE

Resident Assistant

DigiPen Institute of Technology

Apr 2022 - Present

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.

ACADEMIC GAME PROJECTS

Gameplay Programmer

Do Not Approach

Aug 2024 - Present

2D Top-down Shooter

- Created a 2D procedurally generated top-down shooter in Godot on a team of 5 people.
- Designed and implemented a robust weapons system that allowed for quick creation prototyping of weapons.
- Devised a minimap that updates in real-time to provide the player feedback on their map progression.

Gameplay Programmer

Cats & Critters: A Dungeon Claw-er

Aug 2023 - Apr 2024

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

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.
- Acted as liaison between art and programming teams to balance expectations and ensure task completion.

EDUCATION

DigiPen Institute of Technology

Bachelor of Computer Science and Game Design

Expected April 2025

Redmond, WA

- GPA: 3.74

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