Dain Woods

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SKILLS / STRENGTHS

- **Well-versed in:** C#, Java, C++, Unity, GameMaker
- **Proficient in:** C, Python, HTML, CSS, Javascript, OpenGL

PROJECT EXPERIENCE

- Worked with around 10 different teams on several projects of 1 to 15 people primarily using Unity
- Have experience building and maintaining my own 3D game engine (using C++ and OpenGL)
  - Implements AI using Behavior Trees, world generation, and mesh collisions among other features.
  - Built several smaller games as well as one larger project on it - a puzzle adventure game exploring a wintery mountainscape looking for stars to collect
- Created a VR game in OpenGL/C++ for a computer graphics course where you play as Waluigi throwing tennis balls at targets in a procedurally generated world. (Waluigi Time | Dain Woods.)
- Developed a small platformer survival game entirely on my own - art programming, sound, etc - within a month-long period. (Tomato Survival | Dain Woods.)

EDUCATION

Brown University - Bachelor's of Science in Computer Science - Providence, RI Class of 2020

WORK EXPERIENCE

MassDiGI - January 2021 - Present
- Lead programmer and designer of a 6 person team in developing a party member based card game, drawing inspiration from Persona and Slay the Spire.
- Developed the party system, battle system, card system, 50+ card unique card designs, and overworld.

University of Chicago - June 2020 - Present
- Working as a sole contract programmer on three separate research games using Unity

Orion Games - Summer 2019
- Worked part time developing enemy AI attack patterns using Behavior Trees in Unity. Project under NDA

MassDiGI - Summer 2018
- Built and released LIne Slider - a mobile game where you draw the path your character travels on - using Unity. Available on Android and iOS. (Line Slider | Dain Woods)
- Developed the drawing/pathing system, level design, and player movement control as well as basic interaction with objects on screen.
- Prototyped over 20 unique game mechanics in the span of a week.

Hi I'm Alec Games - January 2017 - December 2018
- Producer, sole programmer and lead designer for Jailbreak Lockdown, a multiplayer online prison escape game. Avilable on Steam at https://store.steampowered.com/app/869420/Jailbreak_Lockdown/.
- For the online functionality, initially worked with port-forwarding networking then moved onto integrated Steam networking when preparing for the Steam release.
- Led a six person team of multiple artists and sound designers.

LEADERSHIP EXPERIENCE

Brown RISD Game Developers - 2016-2020
- Teach and lead a group of 70+ students in the process of making games from scratch.
- Have personally worked on eight projects, with teams ranging from 6-15 people