

# DAIN P. WOODS

106 Coral Avenue  
Newport Beach, California 92662  
949-610-5536 dainwoods2@gmail.com

---

## EDUCATION

### Brown University

- Courses Include *Intro to Algorithms and Data Structures, Intro to Computer Systems, Artificial Intelligence, Intro to Software Engineering, Computer Graphics, Algorithms, 3D Game Engines, and Advanced Computer Graphics*

Providence, RI Class of 2020

### Summer at Brown

- Courses Include: *Robot C Robot Do*

Providence, RI Summer 2015

## SOFTWARE/PROGRAMMING EXPERIENCE

### Hi I'm Alec Games

2017-Present

- Founded company so that I could make and publish games
- Lead a six person team of multiple artists, sound designers, and programmers
- Sole programmer and lead designer for our current project, Jailbreak Lockdown – released on Steam

### MassDiGI

Worcester, MA Summer 2018

- Used Kanban methodologies to build a mobile game from conception with a small team of 6 people as Lead Designer
- Built Line Slider – a mobile game where you draw the path your character travels on – using Unity set to release Spring 2019
- Prototyped over 20 unique game mechanics in the span of a week

### NetQuarry

Fullerton, CA Summer 2017

- Created a Facebook Messenger chatbot to help nurses find jobs

## LEADERSHIP EXPERIENCE

### Brown RISD Game Developers

- *Board Member* 2016-Present
  - Teach and lead a group of 70+ students in the process of making games from scratch
  - Have personally worked on six projects so far, working with teams ranging from 6-15 people
    - Most recent game is a virtual reality game involving manipulation of gravity
  - Coordinate guest speakers in the game development industry to give presentations about their experience
- Guest lecturer at Brown University – speaking of experience in and the process of game development 2018

### Speech and Debate

- *Elected Treasurer* 2016
  - Handled monetary issues and funding for activities
  - Personally led 10-15 students and oversaw 100+ students
- Participated in various events that improved upon public speaking and debating abilities
- *Member* 2013-2016
  - Participated in various events that improved upon public speaking and debating abilities
  - Organizations included in Speech and Debate: Junior Statesmen of America, National Forensics League, Model UN

## PROJECT EXPERIENCE

- Created a dungeon crawler using Java that utilizes procedural room generation and simple AI
- Developed a simple platformer survival game entirely on my own within a month long period (GameMaker)
- Created “Power Chess” using a mixture of Java, HTML, CSS, and Javascript that allowed for online gameplay
- Created a VR game in OpenGL for my computer graphics class where you play as Waluigi throwing tennis balls at targets

## SKILLS / STRENGTHS

- **Programming languages:** Java, Matlab, GameMaker language, C#, C, C++, HTML, CSS, Javascript, and OpenGL
- Experienced in both GameMaker and Unity
- Enthusiastic, Devoted, Creative Problem Solver, Hard Working