

Derek R. Dittmer

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EDUCATION

Tribeca Flashpoint Media Arts Academy Chicago, IL

June 2013

Associate of Applied Sciences Degree, Game & Interactive Media

- Valedictorian and Dean's List Recipient

SKILLS

Expertise: Unreal Development Kit, Computer Repair, Unity3D

Proficient: C++, C#, XNA 4.0, Photoshop, Perforce, Game Maker, Microsoft Office

Intermediate: Android, IOS, OpenGL

PROFESSIONAL EXPERIENCE

Chewy Software Chicago, IL

2012

Programming Intern

- Ported two games to another platform (confidential)

PROJECT EXPERIENCE: Tribeca Flashpoint Media Arts Academy

“Please Be Kind” Braid-Style Rewind System

2013

Language: C# **Tools:** Unity

- Implemented rewind functionality for player, enemy, moving platforms, animations, and audio
- Added logic to the player and enemy to allow them to “come back to life” with the rewind
- Polished the project with a screen effect, rewind motion trails, and variable rewind speeds

“Fried Flies” 2D Puzzler

2013

Language: C# **Tools:** Unity

- Ported the game to Android devices.
- Designed and prototyped initial gameplay mechanic hook, and also created various levels in game
- Programmed the animations, win/lose, ranking system, all powerups and hazards, UI, main menu, and audio
- Allowed designers to easily make levels with level templates and Unity's prefabs

“616 Trinity” First-Person Puzzle

2013

Language: C# **Tools:** Unity

- Worked closely with two other programmers by utilizing Perforce
- Collaborated with a designer to create three unique in-game puzzles
- Coded the doors, drawers, picking up and throwing objects, light switches, ray picking, and crosshair

“Jones Episode 1” Interactive Fiction

2012

Language: C++

- Created a full text-based game start to finish
- Wrote the code for the grammar parser, inventory, save/load system, NPC AI, and scoring system
- Utilized the singleton and state design patterns