Davis Snider

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Education

Rochester Institute of Technology | August 2017 - May 2021
- Bachelor of Science, Game Design and Development
- 3.9/4.0 GPA, Dean's List

Skills

Languages: C++, C#, Java, PHP, SQL, C, JavaScript, VBScript
Software: Unreal Engine, Unity, Visual Studio, Git, , Microsoft Word, Microsoft Excel, Adobe Illustrator, Maya

Work

Junior Developer | Virginia Tech | Blacksburg, VA | May 2018 - August 2018, May 2019 - August 2019
- Developed web applications for the Virginia Tech Services for Students with Disabilities website
- Programmed and designed web forms and Single Page Applications
- Created and interfaced with databases using MySQL

Software Development Co-op | MediSked | Rochester, NY | January 2019 - May 2019
- Contributed to feature development and bug fixes on the MediSked Connect platform
- Participated in standups and weekly sprints as part of the Agile development methodology
- Helped develop new company-wide standard of SQL Table-valued Functions

GDC Conference Associate | Game Developers Conference | San Francisco, CA | March 2019
- Managed entry and attendance of GDC talks
- Served as a guide and assistant to attendees

Projects

Phantom Frame | Lead Developer | Survival Horror Game | Unreal Engine (C++) | February 2019 - Present
- Implemented AI behaviors for enemy monsters using C++ Tasks and Services and Unreal's Behavior Trees
- Programmed all functions of the player character from movement to interaction
- Designed and implemented a post process shader as an accessibility feature for deaf players
- Created an extensible system for environment objects that can be interacted with
- Set and enforced coding standards for the team
- Maintained git repo and oversaw branching strategy
- Wrote specs for the core game loop based around desired player experience

Entangled | Gameplay Programmer | 3D Puzzle-Platformer | Unity (C#) | October 2018 - January 2019
- Implemented a system for handling multiple instances of the player, including death and respawning
- Developed a system for moveable blocks used in puzzles
- Designed and iterated on levels to create good cohesive puzzles

Gungi/War Council | Solo Developer | Abstract Strategy Game | Unity (C#) | October 2018 - December 2018
- Wrote an event-based system for player turns
- Built a "chess engine" from scratch to check for check, checkmate, and illegal moves
- Created algorithms to determine all legal moves at any given time

Project Rose Garden | Solo Developer | Turn-Based Strategy Game | Unity (C#) | September 2017 - July 2018
- Implemented a custom version of the A* pathfinding algorithm for range of movement mapping
- Programmed a manager class to handle entity updating and turn-taking
- Created a dialogue system and editor tools to easily add and update dialogue

Activities

RIT Game Developers Club | Event Coordinator 2018 - 2019, Vice President 2019 - Present | Rochester, NY
- Participated in meetings to develop skills and showcase projects
- Handled the scheduling of weekly meetings and large events

ROC Game Dev | Member | Rochester, NY | 2017 - Present
- Attended meetups and workshops on game design with other students and industry professionals
- Participated in and showed games at local game showcases