

Dan Respass

GAME DEVELOPER

Highly motivated and experienced with real-time rendering for games and simulation

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kitchensynk.itch.io

EXPERIENCE

Immersive Display Solutions Inc, Marietta — *XR Developer*

September 2021 - Present

Researching, developing, and maintaining software for immersive, real-time XR environments.

- Extensive work with both Unreal Engine and Unity, creating immersive experiences used for simulation and training with an emphasis on defense and ACE.
- Developing and managing content pipeline to integrate datasets into UE/Unity and render content onto large, projection-based domes and other curved displays.
- Utilizing distributed rendering with tools such as nDisplay (Unreal) and SimulationPro (Unity)
- Integrating wide range of peripheral devices into immersive environments, such as VR Controllers/Headsets, 3D Tracking solutions, and Emulated Military Equipment
- Developing custom Unity package for applying perspective correction and projector blending using the Scalable SDK
- Deploying and utilizing various source control solutions using Perforce, Git, and Subversion (SVN)
- Developing and maintaining production-ready internal tools for both Unreal and Unity

EDUCATION

Kennesaw State University — *BS Computer Game Design and Development*

Aug 2018 - May 2023 | GPA: 3.7

Major: Computer Game Design and Development

Concentration: Simulation Informatics

Minor: Software Engineering

Awards:

C-Day 2022 First Place Winner - Undergraduate Capstone (UC-249 Hemorrhage)

President's List (2019-2023)

HOPE Scholarship (2018-2023)

PERSONAL

Indie Game Development — *Kitchen Synk Studios LLP.*

Aug 2020 - Present

Co-Founded indie game development studio and have since shipped 2 titles.

- Games were developed in Unity, with all assets (Models, textures, shaders, code, music) created in-house
- Heavy usage of high-level OOP principles and effective game design
- Perforce was used for version control and collaboration

Acknowledgments:

Top Game in Weekly Game Jam 161-Sword & Slither: Scourge of the Cardboard Kingdom

SKILLS

Programming in:

C#, C/C++, Java, Python, MATLAB, Arduino, JavaScript, REST API, HTML, WebGL, SQL

Deep understanding of real-time rendering, specifically Unreal Engine and Unity 3D

Extensive and high-level experience with utilizing OOP concepts for games and other software

Deploying and utilizing source control systems such as Perforce, Git and SVN for collaborative workflows

Technical Art and VFX utilizing systems such as Unity Shadergraph

Procedural Texturing with Adobe Substance Painter

UI/UX Development for a variety of software, ranging from games to internal tools

Technical Writing and documentation including GDD's, user manuals, and installation guides

SOFT SKILLS

- Problem Solving
- Communication
- Teamwork/Leadership
- Eagerness to learn