David Johnston

Skills

- C++
- Unreal Engine 4
- Perforce

- C#
- Unity
 - Git

- Excel / VBA
- Visual Studio
- Vim

Experience

Gameplay Programmer

Tuque Games [June 2016 – May 2017]

- Worked on a team of nine on an unannounced UE4 roguelike shooter.
- Primary ownership of controls, moment-to-moment gameplay, and UI programming using UMG.
- Developed and maintained tools in Excel for more efficient management, balancing, and analysis of game data. This touched room generation, character stats, and item pools.
- Contributed to secondary systems such as item effects, metagame, random events, and more.
- Stayed ever-vigilant with artists, designers, and other programmers to measure and maintain good performance.

Junior Programmer

Tuque Games [May 2015 – August 2015]

- Worked on a team of four on an unannounced UE4 roguelike shooter.
- Collaborated closely with the lead programmer to design, implement, and tune all facets of the gameplay from the core shooting and movement to the item unlocking metagame.
- Rearchitected and ported the UI from Slate to UMG.

Programming Tutor / TA

Champlain College [September 2013 – April 2014 & September 2015 – December 2015]

- Tutored students in Introduction to Programming, Advanced Programming, and Data Structures and Algorithms.
- Assisted with a section of Intro to Programming, grading assignments and helping students one on one.

Projects

Ripples (Windows, Android)

Capstone Project [August 2015 – May 2016]

- Worked on an eight person team developing a rhythm-based local multiplayer action game using Unity, C#, and Git.
- Lead technical side of the production, fleshing out core design with lead designer and managing priorities throughout production.
- Researched and developed custom beat matching algorithm so that users can play to their own music.

Education

B.S. Game Programming – Minor in Mathematics Champlain College – 2016

- GPA: 3.753
- President's List one semester
- Inspiration Scholar

- Trustee Scholar
- Dean's List six semesters
- Mt. Mansfield TV Award

Game Programmer