David Foxworthy

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PROJECTS:

Chiaro Scuro (PlayStation 4) –Engine Programmer / Tools Director
- Worked as one of four programmers to develop a game and its engine on the PS4.
- Designed and implemented custom binary formats to fit our various pipeline needs.
- Designed and engineered a custom tool pipeline to connect our artists to the game on the PS4.
- Linear memory allocators were engineered for our game's needs as a data-oriented engine.

HSRC micro-Engine (PC) – Engine developer.
- A class project turned into a pet project. HSRC is a unity like micro-engine, written in C++.
- With both a DirectX and OpenGL version, this was my intro to graphics.
- This was an exploration into engine design, architecture, and front-end scripting. A lot was learned.

Junkie Framework (PC) – Framework developer
- An Adobe Air Flash framework designed for SNES styled retro games.
- Developed to expand upon already existing classes like the SoundChannel and make them more robust.

WORK EXPERIENCE:

Teacher's Assistant – Grader and assistant for IGM courses, Rochester, NY
August 2015 - ongoing
- Hired to provide assistance in the classroom and help grade student work.
- Acting as a mentor and guide for the students while ensuring they understand materials and get the help they deserve.
- Courses focus on engine/tool development with data structures using C#/C++.

Virtual Heart – Website Application Developer, Rochester, NY
May 2015- August 2015 (Summer Contract)
- Developed and used an HTML5 Canvas graph plotter API for interactive heart model simulations.
- Through joint work with the project lead, JAVA applets (that were originally FORTRAN) were ported into JavaScript and then optimized for real-time performance.

EDUCATION:

Rochester Institute of Technology, Rochester, NY
Master of Science in Game Design and Development   Expected Grad. May 2018
GPA: 3.91/4.00
Honors: Deans List all semesters.

SKILLS:

Coding Languages: C++, C, C#, JavaScript, HTML5
Software/Technologies:
- Microsoft Visual Studio 2012-2015, PS4 Razor Profiler
- Unity 5
- OpenGL 4.5, DirectX11
- Photoshop, Premiere Pro