

Dennis Slavinsky

Gameplay Programmer

Contact

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Skills

LANGUAGES

C++

C#

C

JavaScript

UE4 Blueprints

Python

HTML/CSS

IDES/ENGINES

Visual Studio 2017

VS Code

Unreal Engine 4.20

Unity 2018

Godot

Maya 2017

JAVASCRIPT TOOLS

NodeJS

CreateJS

ThreeJS

ReactJS

SOURCE CONTROL

Github

Perforce

GitLab

Education

Rochester Institute of Technology

Bachelor of Science Game Design and Development Mar 2020

GPA: 3.9, Dean's List: Fall 2016 – Spring 2018

Employment

NBCUniversal

Orlando, Florida

VR/AR Software Engineer

12/17 - 05/18

- Developed AR experiences in collaboration with Sony WoW Studio
- Provided R&D solutions for modern-day VR apps using Unity, UE4, C++/C#/JS
- Developed networked VR game prototypes and patents for park attractions and game interactives
- Wrote professional documentation for the latest VR software plugins

iD Tech

Harvard University

Instructor

05/17 - 08/17

- Taught Gameplay programming and Design using Unreal Engine, Maya, and Photoshop
- Utilized C++, C#, and Blueprints for algorithmic and game problem-solving

School of Astronomy and Physics

RIT

Physics Teaching Assistant

09/16 - 05/17

- Provided extra assistance and graded homework for a calculus-based physics course

Projects

Janus Game (Team Project)

04/18 - Current

Role: Lead Combat and Tools Programmer Resources: UE4, C++, Perforce

- Developed the CCC of the player
- Integrated a system for adjusting AI parameters and behavior on the fly
- Created the auto-targeting and combo systems
- Developed a responsive camera component for cinematic transitions
- Youtube videos: <https://goo.gl/GgwPBm>

AR Sony Projector Game (SXSW 2018)

12/17 - 03/18

Role: Lead Tools Developer Resources: C++, JS

- Created a card game experience that was projected on the surface with real-time object tracking
- Optimized 2D assets for optimal performance using C++
- Developed the game's event system, allowing the AI to autonomously control the experience
- Video coverage: <https://goo.gl/1Zn4FL>

Hearthstone Web Game Engine

11/17 - 12/17

Role: Engine Programmer Resources: JS, THREE.js, Python, Maya, Github

- Built a 3D web engine from the grounds up using open source material
- Created a script that converted popular 3D files into JSON
- Rebuilt Hearthstone loot mechanics into a 3D experience
- Live version: <https://goo.gl/RuzB9Y>

Awards

Hero Gamejam - **Honorable Mention**

05/17

<https://www.herojam.io/>

MAGIC Cre8-a-Thon - **Best Graphics Tool**

09/17

<https://magic.rit.edu/?p=2499>