

JADON DURAN

Game Developer

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Education

FULL SAIL UNIVERSITY

Bachelor of Science in Game Development. 3.93 GPA

Orlando, FL

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Projects

GRAFFITI TOWER DEFENSE (Windows app game)

- Created a custom C++ engine with a game object system like Unity's and used DirectX 11 to render graphics with the GPU.
- Built an animation system in the custom engine that spherically interpolates between two keyframes and skins the meshes in a pixel shader.
- Constructed a UI system that draws images, text, and buttons onto the same raster target as the 3D objects.
- Developed the game over a course of 4 months with a SCRUM system for managing workload and meetings.
- Worked with a group of 5 developers and used GIT to manage version control.

OAKMAR (Mobile game)

- Created and published a 3D IOS/Android mobile game as a solo developer using Unity.
- Constructed 15 platforming levels along with a level select similar to Super Mario World.
- Designed state machines for the player and enemies to control their actions, animations, and status.
- Built a JSON file save system to track progress of each level's collectables and the player's inventory.
- Developed dozens of minigames, 3D meshes, textures, shaders, songs, and sounds.

Skills & Interests

Technical: Experience with C++, C#, HLSL, Microsoft Visual Studio, Unity, Blender, Photoshop, and LMMS.

Interests: Gameplay Programmer, UI Programmer, AI Programmer

Portfolio Website: <https://jadonut.github.io/>