# Dakarai Simmons
## UI/Gameplay Programmer

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## EXPERIENCE

**Unreal Engine Programmer** • May 2021 - Present
Captilight LLC • Path of Kami

- Worked with UI designer to implement menus that adhered to documented mockups
- Refactored UI logic to a framework of reusable widgets that met our desired feature set.
- Contributed to existing codebase with C++ to resolve bugs, and optimize gameplay
- Developed tools to streamline localized data into engine
- Integrated Steam platform features into the game code
- Extended interaction system to support context-sensitive actions

**Unreal Engine Programmer** • Aug 2020 - Mar 2021
Soulcade Interactive LLC • Unannounced Title

- Extended the engine with customized detail panels to help configure level-building assets
- Exposed hooks into C++ logic to make way for designer scripting
- Implemented gameplay mechanics and stealth AI behavior
- Integrated game assets & effects into the surrounding game logic

## PROJECTS

**Technobabble** • Jan 2020 - Apr 2020
Unreal Engine Programmer

- Oversaw programming tasks and production
- Modified character controller for rollerblade inspired physics
- Extended tempo event system in C++ to support real time reconfiguration
- Developed engine tools and scripts to facilitate designer workflow

**Catformer** • Sep 2019 - Dec 2019
Unity Programmer

- Developed scripts for background parallax, and scale consistency between mobile devices
- Optimized platform and background scrolling systems for indefinite runtime

**4715 Jetsam** • Mar 2019  - Apr 2019
Unity Programmer

- Responsible for designing and implementing a terminal based UI for the game's robotic aesthetic
- Developed the third-person control system and first-person shooting mechanics
- Contributed to an AI friend-or-foe system for the player's manipulation mechanic

## EDUCATION

University of Central Florida • Dec 2020
BA: Digital Media - Game Design
Minor: Philosophy

## SKILLS & TOOLS

- C/C++
- C#
- JavaScript
- Python
- Visual Studio
- Git
- Perforce
- Subversion
- Unity 3D
- Unreal Engine 4