

Dustin Fischer

Video Game Programmer

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425-647-6880

Recent game development experience:

Cryptic Studios (2017-present)

Magic: The Gathering MMO, Neverwinter, Star Trek: Online

- Implemented particle and material effects using HLSL compute shaders
- Created UI for proprietary effects editor tools
- Maintained tools for exporting 3D model data from 3ds Max and Maya

Hangar 13 (2013-2017)

Mafia III (Xbox One, PS4, PC)

Implemented gameplay features in C++

- Melee combat system
- Player/enemy interrogations with synchronized animations
- Swimming controls
- Controller vibration effects
- Lock picking mini-game
- Special player abilities for DLC missions

VR Development

WAD Viewer VR (Google Cardboard, 2017)

- Implemented viewing Doom WADs in VR at 60 FPS on mobile devices
- Added stereoscopic visibility detection using binary space partitioning
- Implemented collision detection including moving lifts and doors
- Implemented 3D UI controls and file browser for VR

KIXEYE (2013)

War Commander

- Implemented player abilities and weapons using ActionScript
- Implemented UI for player upgrades and online event features

General game development skills:

Gameplay programming, character animation, OpenGL, Direct3D, shader programming, C++, Java, Android, Python, 3ds Max

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