# Dustin Fischer

#### Video Game Programmer

dustin@dustinfischer.net

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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[www.dustinfischer.net](http://www.dustinfischer.net)