

# Dustin Fischer

Video Game Developer

Specializing in 3D Graphics, Character Animation, and Gameplay Programming

Technical skills: C++, Python, GLSL, HLSL, HTML, Java, Javascript, WebGL

## Game Development History:

<b>Avalanche Studios</b> <i>Contraband</i> 2021-2024	Developed special player abilities and weapons. Integrated visual effects for combat effects and player status. Programmed player controls and animations. Created enemy AI behavior using behavior tree logic. Resolved animation synchronization issues in multiplayer. Fixed visual anomalies in player customization.
<b>Cryptic Studios</b> <i>Magic: Legends</i> 2017-2021	Created internal special effects editing tool used in Magic: Legends. Implemented particle and material effects using HLSL compute shaders. Maintained 3D model export pipeline using 3ds Max and Maya.
<b>Hangar 13 (2K Games)</b> <i>Mafia III</i> 2014-2017	Implemented melee combat controls for player character. Added interrogation hostage system with synchronized animations. Implemented swimming controls for player character. Programmed controls for special player abilities.
<b>KIXEYE</b> <i>War Commander</i> 2013-2014	Developed player abilities and weapons using ActionScript. Implemented UI for player upgrades and online event feature.
<b>Zynga (Buzz Monkey)</b> <i>The Pioneer Trail</i> <i>Club Penguin</i> 2011-2013	Implemented game logic for special online events using ActionScript. Updated server backend using PHP. Ported web-based minigames to iPad (Flash/ActionScript to C++) Upgraded web-based minigames from ActionScript 2 to ActionScript 3.
<b>5TH Cell</b> <i>Super Scribblenauts</i> <i>Drawn to Life 2</i> 2009-2011	Developed UI for menu screens with animated transitions and effects. Implemented 2D skeletal animation with skinned polygons. Programmed physics puzzles using Box2D engine.

## Notable Independent Projects:

<b>Freestyle City</b> <i>freestylecity.net</i> 2021	Created game engine using WebGL/Javascript. Implemented skeletal animation system with vertex skinning. Implemented 3D model export pipeline in Blender.
<b>WAD Viewer VR</b> <i>Google Cardboard</i> 2017	Created app for viewing 3D game environments in VR on mobile devices. Added stereoscopic visibility detection using binary space partitioning. Implemented 3D UI controls and file browser for VR.

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