

Derick Janssen

Game and Tools Programmer

www.derickjanssen.com

(813) 579-8470

Education:	MS: Interactive Technology (Programming Track) – 3.5 - SMU GuildHall BS: Computer Science minor in Mathematics – 3.64 - UCF (Central FL)
Major Game Titles:	<i>Unannounced Title</i> - Senior Game Programmer - UE4 - Multiplayer <i>Strife</i> – Senior Game Programmer - Proprietary Engine - MoBa <i>Chroma</i> – Lead Programmer - UDK - Multiplayer - Wall Walking <i>Puppies In Spaaace!</i> - Lead Programmer - UDK - 3rd person shooter <i>Cell</i> – Lead Programmer - C#, XNA, Xbox 360 - Arcade game <i>Galactic Arms Race</i> - C# XNA - IGC Finalist - Steamworks - Ph.D Content AI
Experience:	Engines, SDKs, and Libs: 3dsMax .dle Exporter, Android SDK and NDK, Blowfish Encryption, Collada, Curl, DevIL, Direct X 9 SDK, FMod, Leap Motion, Libthrift, Lidgren Networking, Lua , Ogre3D, OpenGL and ES, Rapid XML, Steamworks , Tiny XML, Torque X, UDK , UE4 , Unity , Vita, XNA , YY (Chinese platform), Zeromq, ZLib
Languages: C++ C# Unreal Script / Blueprint Lua Java	Gameplay: Created over 20 Games in all different languages and engines Graphics: OpenGL, Direct X 9, LoD Terrain, Shaders, BSP rendering Tools: QT 2D Collision and Animation editor, XNA Particle Editor, multiple Level Editors, Kismet interface for Scaleform Flash UI in UDK, Crash Emitter, XML scripting with intellisense, Conductor dynamic music system AI: GOFAI(States and logic), Neuro Evolution, ANN's, Robot Vision, A* Multi-Player: Multiple networked games using UDK, UE4, Lidgren (C#), and a proprietary engine
Achievements and Honors:	<ul style="list-style-type: none">● Finalist in the Indie Games Challenge● Full Scholarship Awarded to SMU Guildhall● Upsilon Pi Epsilon – Computer Science Honors Society● Pi Mu Epsilon – Mathematics Honors Society● UCF Presidents List
Competitive Gaming:	<ul style="list-style-type: none">● Top 100 Goliath in Evolve● Hotslogs.com Diamond League (3k MMR)● Strife Gold League● League of Legends Season 1 Silver Medal (top 10% ranked)● Super Smash Brothers Brawl ranked top 8 in US in 2008● Left 4 Dead Team Lead - 6 members – 2 years – 6:1 Season

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Work Experience:	<p>S2 Games – Senior Game Programmer - June 2012 – Present</p> <p>Tools</p> <ul style="list-style-type: none">● XML based - Game Scripting language<ul style="list-style-type: none">○ Also made auto-complete Intellisense for all XML● The Conductor - A dynamic music system<ul style="list-style-type: none">○ Streamed from hard-drive and synced● Level editor - modifiable terrain with placeable entities and props - visibility painting, ramps, vision, channel specific blockers● Shader editor - link node style system (like Unreal) <p>Game</p> <ul style="list-style-type: none">● All game systems/design - Seriously, ask me anything● Crafting system - modified entities per person, front-end editor and web based lookup, supported up to 1000/game (100/person)● Gear and Dye system - Modify both geometry and shaders/textures● Chat links / Chat filter / Encryption● Backwards compatible replays and archiving (manifest + hash)● New game mode - made entirely by me (still under NDA)● Partners - Curse Voice, YY login, and YY Voice
Other Experiences	<p>Misc Projects</p> <ul style="list-style-type: none">● UE4 blueprint projects (potentially for marketplace)● Arduino accelerometer based light up helmet (hardware & soldering)● NFC Nintendo Amiibo data, read/write collaboration● Project M 3.0 - Wii - Homebrew - Front end launcher and updater● Shinteki - puzzle of the month (many times) <p>Game Jams</p> <ul style="list-style-type: none">● GGJ 2015 - <i>Comm Room</i> - Unity - First person - multi-player puzzle● GGJ 2014 - <i>Today I...</i> Unity - First person open world● GGJ 2012 - <i>Fire and Ice</i> - Unity - Arcade game● Guildhall Game Jam 2011 - <i>Johnny Apple Siege</i> - C# XNA T-Defense<ul style="list-style-type: none">○ Hosted and used my engine. <p>Speeches</p> <ul style="list-style-type: none">● KVCC - Game industry primer● GRDev Night - Game development - <i>sold out</i>● MSU - How to transition from education to industry● WMU - So you want to make games?● UCF - Galactic Arms Race - NEAT and Making games with it (AI)

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