

Darren Farr

2121 Burwick Ave Apt# 2203 Orange Park, FL 32073

<https://www.linkedin.com/in/darrenmfarr>

Portfolio @ www.DarrenFarr.info

DarrenMichaelFarr@gmail.com

dmf6737@rit.edu

315-369-8227

Game Developer

PROJECTS: GITHUB - <https://github.com/Tsuzee/PortfolioProjects>

Passion Projects - Solo

A variety of small development projects in a various engines found on my Portfolio.

Capstone - Group

A single level slice of a 3D cyberpunk action game on our custom cross platform PC / PS4 engine.

Roles: Gameplay Programmer, Producer, and Junior Designer.

Cross Platform PC / PS4 Engine - Solo

A basic cross platform engine for PC and PS4. Based off of my DirectX 11 graphics engine.

Project Lo-Fi - Group

As group lead I shaped ideas into a manageable project, developed the game's main loop, state changes, and enemy's AI. Created the introduction, transition, and ending game screens. Designed and lead milestone and final presentations.

Flash to HTML5 Conversion - Group

Converted flash web modules to html modules for an education provider using Google Web Designer and JavaScript.

PROFESSIONAL SKILLS: (years)

Programming C# (3), C++ (3), Java (<1), Visual Basic (<1), JavaScript (2), JSON (1), Ajax (<1), HTML (1), CSS (1)

Software Unity (3), Unreal (1), CryEngine / Lumberyard (<1), Photoshop (<1), Maya (<1), Word, Excel, PowerPoint, Linux, QT, Gerrit

Management Project organization (6), Oversight of team operations and resource allocation (6), Planning (5)

EMPLOYMENT HISTORY:

System Service Enterprises Jacksonville, FL
C++ / Unity Programmer: Virtual Maintenance Trainer November 2018 - Present

Rochester Institute of Technology Rochester, NY
Teaching Assistant / Grader: Interactive Media Development September – December 2015, 16, 17

Second Avenue Learning Pittsford, NY
Software Developer (Co-Op): Flash to HTML5 Conversion February – August 2016

Doggett Construction Old Forge, NY
Foreman May 2006 – August 2014
Project planning, oversight, customer consultation and design. Actively involved in all aspects.
Carpenter June 2002 – May 2006

EDUCATION:

Rochester Institute of Technology, Rochester NY
BS/MS in Game Design & Development, May 2018 MS GPA: 3.88/4.0
Immersion: Japanese BS GPA: 3.66/4.0
Honors and Awards

RIT Achievement Scholarship, Phi Theta Kappa Scholarship, Dean List Fall '14, Spring/Fall '15/'16

Mohawk Valley Community College, Utica NY
Associate of Science in Computer Science, May 2014 GPA: 3.75/4.0
Honors and Awards
Presidents List Fall '12, Spring '13, Fall '13, Vice Presidents List Spring '14, graduated with Honors

Course Highlight: Console Development, PS4 (Grad) AI for Gameplay (Grad), Rich Media I & II (creating games with Canvas for the web, single/multiplayer), Data Structures and Algorithms for Games and Simulations I & II, Interactive Media Development (Unity), Game Design and Development I & II, Game Design (Grad), Prototyping (Grad), Level Design (Grad), World Building Independent Study (Grad).