Daniel Otaigbe

Gameplay Programmer
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Education

Georgia Institute of Technology, Atlanta, GA — Exp. Grad: May 2023

- Bachelors of Science in Computational Media
- Specialization in Game Studies and Computer Graphics
- GPA: 3.63

Work History

Gameplay Engineering Intern at High Moon Studios, Carlsbad, CA — May 2021 – August 2021

- Coded vehicle collision interaction with explosive environment objects.
- Coded player interaction w/ rappel lines, allowing for carried objects to be sent up.
- Fixed physics bugs w/ vehicles, allowing them to carry linked objects.
- Fixed player animation bugs, polishing 3rd person throw and drop animations.

Game Development Intern at FANATICUS, Atlanta, GA — October 2019 – May 2021

- Created a game state manager for an unreleased project.
- Coded character controller w/ mobile swipe & zoom functionality.
- Created a variety of visual effects via HLSL shaders for portals, water effects, etc.
- Designed dynamic racing levels for the team's VR broom flying game.
- Introduced the team to multiple Unity tools and workflows to speed up development. (Unity Remote, file structure, etc.)

Personal Projects

Overheat — 3rd Person Action Game, Unreal
Project Manager, Lead Game Designer, Lead Programmer (Team of 10) — August 2020 – November 2020

- Coded player controller w/ custom combo mechanics in Blueprints.
- Coded an abstract class for doors to lock the player in a room during battle in C++.
- Coordinated task delegation through weekly meetings and Trello.
- Mentored newer programmers & VFX artists to create attacks & enemy AI w/ behavior trees.

StarChild — Video game, Unity
Lead Game Designer and General Programmer (Team of 4) — August 2019 (2 days)

- Coded enemy spawner algorithm prioritizing offscreen spawns.
- Coded the camera movement using linear interpolation.
- Coded enemy aiming and shooting using C# scripting.

Pong — Video Game, C++ Engine
Solo Project — June 2020 (2 days)

- Coded generic AABB collision system for the ball & paddles in C++.
- Coded game loop, state machine, and input handling in C++.

Skills

Programming: C++, C#, CG/HLSL, Java, and Python
Concepts: Game Engine Architecture, Data Structures and Algorithms, Object-Oriented Programming, Linear Algebra, Project Management
Software: Unreal Engine 4, Unity, Perforce, Github