Dan Weiss

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http://dwgames.net

OBJECTIVE

Fulltime gameplay programming or technical production position in PC, console, and mobile gaming.

SUMMARY

- Experienced engineer and technical project manager
- 10+ years experience developing in the Unreal Engine
- Multiplatform shipping experience, including PC, OS X, Xbox One, PS4, iOS, Android, and Fire OS
- Shipped 1 UE4 PC/Console prototype, 2 Mobile UE3 titles, 3 PC/Console UE3 titles, 2 UE3 mods
- B.S. in Real Time Interactive Simulation (Computer Science) program at DigiPen

TECHNICAL SUMMARY

Languages: C/C++, C#, Objective-C, Java, Unreal Script
IDEs and Source Control: Visual Studio, Xcode, Subversion, Perforce
Game Engines: Unreal Engine 2, 3, & 4
Methodologies: Agile/SCRUM, Waterfall
Localization: Loc QA at Nintendo; Tools engineer and manager of localization for Psyonix projects

PROFESSIONAL SUMMARY

Tripwire Interactive   **Jan 2017 - Present**
Lead Gameplay Programmer   **July 2017 - Present**
- Team lead, managing group of gameplay programmers on all internal projects.
- Continued gameplay work on Killing Floor 2 features

Senior Gameplay Programmer   **Jan 2017 – July 2017**
- Senior gameplay programmer for Killing Floor 2.
- Primarily responsible for new feature development of post-release content.

Hi-Rez Studios   **June 2014 – Jan 2017**
Lead Software Engineer   **March 2016 – Jan 2017**
- Manager for programmers on Smite and Hand of the Gods teams, as well as primary gameplay developer.

Senior Game Programmer   **June 2014 – March 2016**
- Senior gameplay programmer for the Smite PC, Xbox One, and PS4 teams.

Psyonix   **May 2011 – June 2014**
Technical Director   **Sept 2013 – June 2014**
- Technical Director and primary engine/platform programmer on since cancelled mobile UE3 title.

Platform / Gameplay Engineer   **May 2011 – Sept 2013**
- Multiple role engineer based on project needs.
- Progressed from role of gameplay engineer into a platform engineer role, responsible for integration of code from external partners, as well as specific platform needs.

SHIPPED PROJECT DETAILS

Killing Floor 2   **Jan 2017 – Present**
http://killingfloor2.com/
- For KF2 work, primary responsibilities are for long term feature development and multiplatform support
  - Developed set of functionality for daily, weekly, and seasonal functionality for long term player retention
  - Created an in-level minigame framework for our summer carnival event and map, Tragic Kingdom
  - Reworked boss framework to support upgraded variants of our stock monsters that take the place of bosses
  - Continued support in the creation of new weapons

Hand of the Gods   **April 2016 – Jan 2017**
https://www.handofthegods.com/

- Lead software engineer for 1v1 competitive strategy title using Unreal Engine 4
- Primarily responsible for new gameplay feature development, as well as ongoing support of future non-PC platforms
- Led initial green light phase using Unreal Engine 3, as well as initial port to Unreal Engine 4

Smite   **June 2014 – July 2016**
http://www.smitegame.com
- Lead software engineer for the Smite gameplay team
  - Primarily responsible for managing gameplay team for ongoing god and gametype development in Smite, as well as high level ongoing feature development.
- Led effort to recombine Smite Console and PC branches into a single unified development branch
- Previously involved in development of new gods, including Awilix, Medusa, and Nox
- Primary client developer on Smite PC's Season 2 spectator redesign, as well as Smite Console's spectator mode and Windows viewer client

Rocket League   **Sept – Oct 2013**
http://www.psyonix.com/dt_portfolio/rocket-league/
- Developer on initial work for the Mac OS X port of Rocket League
- Responsible for integration of external code (Steamworks, WWise, Bullet physics) into UE3
- Maintenance of standalone Xcode project used for native debugging on OS X

ARC Squadron   **May 2011 – Jan 2013**
ARC Squadron: Redux   **May 2013 – Oct 2013**
http://www.arcsquadron.com
- Responsible for creation and submission of all retail binaries
- Responsible for 3rd party integration (Gamecenter, Google Play, Amazon, etc) and engine modification for supported and experimental platforms (iOS, Android, Fire OS)
- Assisted in development and maintenance of gameplay and game flow code
- Developed object-based UI system for mobile titles
- Developed multiplatform client code for custom internal analytics solution, Psyonix-based ad system, and multiplatform customized music playback system
- In charge of final framerate and load time optimization, memory reduction, and overall reduction of unique shaders

Unreal Demolition (UT3 Mod) – Producer, Designer, Gameplay Engineer   **Nov 2007 – Mar 2010**
Unreal Demolition (UT2004 Mod) – Producer, Level Designer   **Feb 2004 – Sept 2006**
http://www.unrealdemolition.net
- As Producer/Designer, led team of 5 programmers and artists in US, Canada, England, and Russia. Set development schedule, created and assigned tasks, and coordinated releases.
- As gameplay engineer, implemented game modes, modifications to the Unreal Engine vehicle system, object additions, UI modifications, and other external tools.
- As level designer, created original levels used for distributed builds.

EDUCATION
DigiPen Institute of Technology   **B.S., Real Time Interactive Simulation (Computer Science), Math Minor**   **May 2010**