Kira Dorbin - Game Programmer

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Education:

Guildhall at Southern Methodist University, Plano, TX
- *Masters of Interactive Technology*, Game Programming   May 2017

George Mason University, Fairfax, VA
- *Bachelor of Science*, Computer Science   May 2013

Skills:

Languages: C++, C#, Unreal Engine's Blueprints
APIs: OpenGL, GLSL
Game Engines: Unreal Engine 5 (UE5), UE4, Unity 5, Proprietary C++ Engine using OpenGL Renderer
Software: Visual Studio, PS4 SDK, Perforce, TortoiseSVN, Visual Assist, JIRA, Confluence, Trello, Google Sheets

Work Experience:

Engineer on Unannounced FPS Game | *Certain Affinity | UE5 | Jan '22 - ? | Department size: 12*
- Assisted in building core weapon action component frameworks, utilizing UE's Gameplay Ability System
- Developed layered health system for variable damage propagation based on player attributes
- Developed networked co-op ability for healing and buffing allies

Engineer on Core Tech | *Certain Affinity | UE5 | Jul '21 – Jan '22*
- Implemented World Marker plugin, which places a 2D widget on screen relative to where a 3D object is, and can snap to the edges of the screen
- Implemented Outline Shader plugin, which draws outlines around selected objects through walls

Engineer on Unannounced FPS Game | *Certain Affinity | UE4 | Aug '19 – Jul '21 | Department size: 6*
- Worked on development of many features during pre-production phase of project
- Developed and fine-tuned player locomotion systems, such as Ledge Hang & Sliding
- Implemented and integrated Automated Testing systems for AI & Gameplay features

Engineer on Untitled AR/MR Experience | *Certain Affinity | UE4 | Nov '18 – Aug '19 | Team size: 40*
- Created an AI perception system for a serious styled game
- Developed a shader to dynamically highlight points in a point cloud via a procedural mesh selector object
- Developed functionality for internal Project Vitals tools, including CPU Profiler and project status metrics reporting

Engineer on *Crackdown 3* | *Certain Affinity | UE4 | Xbox One, PC | Jun '18 – Nov. '18 | Team size: 15*
- Developed a new multiplayer game mode, *Territories,* for *Crackdown 3's* multiplayer mode
- Integrated new gameplay features into a several years old codebase
- Successfully coordinated project work with remote international staff

Programmer on *Penn & Teller VR* | *Gearbox Software | UE4 | PSVR, Vive, Oculus | May '17 – Apr. '18 | Team size: 16*
- Primary team member for PSVR. Implemented code, features, and design to facilitate the platform.
- Designed and developed 12+ mini-games for the project.
- Implemented Achievements system & PS4 Trophy interface.
- Utilized the PS4 SDK for profiling and optimizing the PSVR build.
- Ensured design met TRC and Cert requirements.

Project Experience:

Master's Thesis: *Vive & Rope Based Locomotion* | *Unity Engine | 8 Months*
- Researched and implemented alternative locomotion methods within Virtual Reality.
- Iterated quickly on implementation of mechanics.
- Implemented tools to aid level design, such as lines drawn between rope anchors.

Producer & Voice Actress on *Rain: The Animated Series*
- Organized team weekly meetings, recording sessions, and director syncs
- Developed and ran voice workshops to teach acting skills or assist in finding the voice for a character
- Used Trello and Google Sheets to build automated project trackers for development of the episode