

# Douglas Weller

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## PROFILE

Graduated with a BS in Computer Science: Computer Game Design June 2013.

Proficient: C#, C++, C,

Know: HTML, Javascript, and CSS.

Have worked in Visual Studio, DrJava, GameMaker, Processing, Unity, Eclipse for C/C++, and UDK.

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## EDUCATION

2009–2013, University of California, Santa Cruz

B.S., Computer Game Design

GPA: 3.07

Coursework included: Calculus, Linear Algebra, Discrete Math, Physics, Foundations of Game Design, Intermediate Java, Data Structures, Assembly Language, Game Engines, Various Game Design Projects.

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## EXPERIENCE

April 2011 – December 2011 - Chronic Logic – Santa Cruz

Intern

**Climb! – C# using Microsoft Visual Studio and XNA with a fluctuating team of 5+ people.**

- Created the feat system, where the player can earn special abilities by doing certain actions, such as killing other players or jumping as far as the character can and catching themselves.
- Worked on the damage system for players, where if they were on fire, were covered in oil, or were hurt the player body would texture change to show that, and slow fade away as the damage receded.
- Upgraded sound system to ensure that audio direction and pitch worked correctly.

2011–2013 – UCSC

Game Design Projects

**Tearable World – Unity Engine and C# Scripts with a team of 9 programmers.**

- Won Design Innovation and was nominated for Technical Achievement and Best Game at the 2013 Sammy's (award show for games created at UCSC).
- Game about using Tearing, Rotating, and Folding to navigate levels of an artist's sketchbook.
- Created the Sound Manager, which allows for the playing and manipulation of the sounds in the game.
- Developed and coded an algorithm that deletes faces from a mesh. This allows parts of platforms that are folded over.

**Game Engine – C++ with a team of 2 people.**

- Created basics for a game engine that allowed you to play minigolf and pool with spheres.
- Created basic ball physics and interactions with balls and walls.
- Use freeglut and OpenGL to draw the world.
- Created basic profiling system.

**Parched – C# using Microsoft Visual Studio with team of 4.**

- A plumber's hell (Bioshock hack game).
- Worked on the HUD.
- I programmed all interaction in the game, including placing, rotating, and buying tiles.

Other

**eBay Achievements – JavaScript and jQuery with team of 4 people.**

- Using GreaseMonkey, a team of 3 others and I, added basic achievement functionality to the eBay web page for Firefox and Chrome browsers.
- Using the various segments of the website, we found data that was used to add info the user and added data which created scroll down boxes and titles for the username.