

Douglas Potesta

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Objective

Design more meaningful and immersive games that will help individuals grow, develop and self-express.

Qualifications

Strong communicator with both programmers and designers, leading to faster iteration and review cycles.

Extensive knowledge and experience with game programming, project structuring and design implementation.

Cultured in the various toolsets in Unity and Unreal Engine via experience in professional software development and college studies.

Passion for learning, researching and engineering game development techniques, tools, and team solutions.

Technology Summary

Languages: C++, C, C#, Java, CG, JavaScript, Html, CSS, Python

Software: Unreal Engine 4, Unity, MSVS, 3ds Max, Photoshop, Premier, and Dreamweaver

Work History

Little Arms Studios: Spring 2017 – Current

Programmer

Prototype and develop firefighter simulation mechanics mainly realistic fire behavior, and structural integrity loss. Program character controller and environment interactions. Work with design on balance and realism. Construct editor tools for level editing, and customizing simulations.

Third Shift Games: January 2017 – Current

Programmer

Improve current game mechanics and user experience. Create tools to increase efficiency for the art pipeline. Program post process effects, surface shaders, and nature systems. Manage source control.

Mason Game Teaching Academy: Summer 2016 – Summer 2017

Teacher

Develop the *Python Programming For Games* course, along with instruct the *3d Game Design* class and *Illustrative Python* class. Prepare lectures and course material based on the student's skill level and aptitude for the specific subjects at hand.

Hospital Training Games: Summer 2016 (internship)

Artist

Work with the lead designer to assist with design, and asset creation. Meet with the producer weekly to discuss the direction and design of the current project.

Mollee (mobile app development start up): Fall 2015 – Fall 2016

Student Developer (Lead artist and User Experience Designer)

Communicate with the different individuals on the team to keep the design and workflow orderly and on schedule. Generate assets using Photoshop and 3ds Max.

Education

George Mason University (GPA 3.75)

BFA in Computer Game Design (Fall 2013 - Spring 2017)

Personal

Treasurer of the Game Engagement and Analysis Research Club (GEAR) 2016-2017

Golden Key National Honors Society member since 2014