

Darius Wright

SENIOR GAME ENGINEER

CONTACT

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- 📍 Charlotte, NC 28205

SKILLS

- Unity3D
- C#
- Unreal Engine
- C++
- Blueprint
- Performance Optimization
- Version Control Systems
- Project Management
- Cross-platform Development
- Mobile Game Development
- Multiplayer Networking
- Augmented Reality Development
- Artificial Intelligence Integration
- Virtual Reality Development
- Physics-based Simulations
- Character Animation

PROFESSIONAL SUMMARY

Experienced Game Engineer with a robust record of creating immersive AI and game core features at several game companies. Excelled in optimizing performance, enhancing gameplay with combat system, robust AI and multiplayer networking. Successfully addressed 95% of issues, demonstrating a strong problem-solving abilities and commitment to quality. Expert collaborator and proactive problem-solver dedicated to delivering high-quality gaming experiences.

EXPERIENCE

October 2022 - December 2023

Senior Game Engineer

Juego Studios, Charlotte, NC

- Created core game features, including storylines, role-played mechanics and character biographies for new video game and game franchise.
- Created and managed documentation, production schedules, prototyping goals, and communication plans in collaboration with production staff.
- Deployed builds to various stores after thorough testing on multiple devices.
- Debugged gameplay issues on multiple platforms including PC, Xbox One, Playstation 4 and mobile devices using Visual Studio and XCode debuggers.
- Created gameplay prototypes for presentation to creative and technical staff and management.
- Optimized the performance of complex scenes in both Unity and Unreal Engine 5.3 by reducing draw calls and improving frame rate.
- Oversaw gameplay testing to ensure intended gaming experience and game adherence to original vision and adjusted gameplay experiences to ensure critical and commercial success of product.

August 2021 - September 2022

GamePlay Engineer

Poppy Works, 123 MainStreet, NY

- Collaborated with Senior developers to assist in the development of gameplay mechanics and features, contributing to the implementation of key systems such as character movement, character customization, combat system, AI behavior, and interactive environments.
- Troubleshooted and debugged issues, addressing 95% of reported issues promptly to maintain quality and ensure a smooth user experience.
- Analyzed several existing projects and propose efficient solutions.
- Worked closely with creative director to design and execute new features and gameplay requirements.

- Time Management
- Agile Methodologies

LANGUAGES

- **English**
Native

September 2017 - July 2021

Junior Game Developer

Puny Human, LLC, Raleigh, NC

- Utilized version control systems such as Git to manage source code changes between team members.
- Architected and optimized the game codebase in 5+ Game Projects, achieving over 40% of improvement in performance and responsiveness across platforms through systematic optimization techniques.
- Made critical development decisions to ensure the production of the highest quality product, and facilitated rapid iterations to address feedback from internal directors and clients.
- Carried out UI/UX elements and visual effects within 5+ game projects, enhancing player experience by incorporating features such as dynamic menus, animated HUD elements, and particle effects.

EDUCATION

May 2017

Bachelor's Degree in Computer Science

North Carolina State University, Raleigh, NC, US