Duncan Boehle

www.notranslation.com

CONTACT

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518-429-8215

WORK EXPERIENCE

Double Fine, San Francisco, California

July 2012 to Present

Programmer

- 2014: Lead Gameplay Programmer for an unannounced title. Creating gameplay mechanics using our in-house 3D engine for multiple platforms
- 2014: Lead Gameplay Programmer for *Hack 'n' Slash*. I implemented the logic for many of the levels and mechanics of the game, in addition to building in-engine and Photoshop-plugin editing tools. I also engineered procedurally generated rooms based on decompiled Lua, that enabled the player to modify the game's code in real-time
- 2013: Ported *The Cave* to iOS, which involved significant engine optimizations and feature rewrites. Also made gameplay modifications to allow for touch input
- 2013: Ported *Brütal Legend* and *The Cave* to PC, which required a full rewrite of our engine's input system and significant Scaleform/Flash work
- 2012: Ported *The Cave* to Wii U, which required re-implementing core engine features and solving certification problems for an evolving platform

Electronic Arts, Redwood Shores, California

May 2011 to Aug. 2011

Gameplay Engineering summer intern

- Worked on *The Sims 3: Pets*, the largest expansion pack in the series
- Scripted new pet interactions in C#, scoping and debugging features in time for alpha
- Developed pre-order bonus material, interfacing with multiple teams to create downloadable content

Zynga, San Francisco, California

May 2010 to Aug. 2010

Software Engineering summer intern

- Worked on *Café World*, a Facebook game with over 22 million monthly active users
- Developed critical back-end features using PHP, interfacing with Memcached and MySQL
- Created front-end features using Flash, ActionScript 3.0, AMFPHP, and Smarty

SKILLS

Languages/Sofware: C++, Lua, Python, C#, SDL, Bullet, OpenGL, DirectX, Unity 3D

Platform Experience: PC, Mac, Linux, iOS, Android, Wii U

EDUCATION

Carnegie Mellon University, Pittsburgh, Pennsylvania

Aug. 2008 to May 2012

- B.S. in Computer Science
- Self-defined interdisciplinary minor in Video Game Design and Development
- Cumulative QPA 3.55
- Took *Game Design* (53-609) at the Entertainment Technology Center
- Teaching assistant for *Advanced Parallel Graphics* (15-668), which focused on GPU programming using CUDA

OTHER

Game Developers Conference

May 2010, May 2011, May 2012

Conference Associate

- Selected to volunteer full-time to assist and prepare for presentations and events at the largest annual gathering of professional video game developers

Game Creation Society, Carnegie Mellon University

Dec. 2009 to Dec. 2011

Director of Development

- Managed and mentored 10-15 game development projects each semester
- Responsible for teaching software engineering practices and programming with various game development technologies such as Mercurial, XNA, Flash/Flex, Unity 3D, and C++/OpenGL