

David To

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Technical Skills

3D Game Engine Development
AI programming
Android Development
Debugging Skills
Design Pattern
iOS Development
Object Oriented Programming
User Interface Development
Windows OS
XML

Direct Draw
Direct Input
Direct X
OpenGL
WPF
XNA

Photoshop
SourceTree
Tortoise SVN
Unity 3D Engine
XCode

API

Cordova
Cuda
Direct 3D

Software

Construct 2
Instruments
Interface Builder
Maya
Microsoft Visio
OpenVPN
PaintDotNet
Perforce

Languages

C, C++, C#
Java
JavaScript
HTML5
Objective C
Visual Basic

Employment

Programmer

WayForward Technology

February 2017 – December 2022

C#, C++, Unity3D, Unreal Engine 4

Work in Multiple Projects. Mostly in Unity, but will use other Engines.

- Interaction with the API systems with the UI
- Use the Animation System to create User's experiences
- Made many smaller Interactive UI Objects
- Created different group of Interactive UI with the above and interact with each other
- Interact with XiCMS to set and grab text values
- Creating and programming Various Enemy types and Artificial Intelligent
- Use In-House Engine

- Software Engineer - Unity

Age of Learning, Inc.

July 2016 – January 2017

C#, Unity3D

Work in the Mobile team using Unity3D to create iOS, and Android version of ABCMouse.com.

- Adding More features, debugging, and optimization
- Plugin interactions, both in-house and 3rd party
- Data Transfer from server to device, and vice-versa
- UI setup and functionality

- Software Engineer

Intelligent Automation Inc.

November 2012 – June 2016

C#, Unity3D, Cordova, HTML5

Work on multiple different projects simultaneously.

- NAEP:** A group of Unity3D Projects that teaches students different subjects. User start and finish each projects linearly
- ELA:** Created in Construct 2. Another teaching tools that allows the User to travels to different locations and interact with objects. Unlike NAEP it is not linear. This project will also be modeler so that other user can modify the image, location, and response
- Virtual 3D City:** A plugin we created in Unity in which we pull in data from outside sources as Open Street Map, and create a city base on the data
- MAPDE:** An Android project Using Cordova and JQuery Mobile. This application is for medical use and offer help and suggestion for the user
- Time Allocation** - Our in house website that let our managers keep tract and allocate the amount of time left on different projects. Written in Javascript and PHP

- Assistant Programmer

April 2011 – November 2012

Okos Solutions

C#, C++

Create Hardware/Software to scans solid materials with Sonic waves to search for interior cracks.

- Using template matching to correctly adjust image to overlap with each other
- Created Custom Cuda Kernel to program with Nvidia's GPU
- Allowed Multiple Motors to travels at the same time in a spline
- Created 3D models and display with Windows Presentation Foundation
- Filtering the Waveform with Averaging, Median, and Time Gate Control
- Multiple Data Image creation and Extraction
- Threading custom windows explorer type window
- Taking Screenshot of the application with ability to print

Projects

“River City Girls 2”

Language: C#

WayForward Technology

Unity3D

- Same role with “River City Girls” as this is the Sequel. Please see below
- Update Previous code to work with the new Online features
- Characters, Enemies, and Bosses, Updated moves.

“Bloodstained: Ritual of the Night”

Language: C++

WayForward Technology

Unreal Engine 4

- Release on PS4, Xbox One, Switch, and PC
- Backend updates for New Features and Bug fixes

“Shantae and the Seven Sirens”

Language: C++

WayForward Technology

In-house Engine

- Join the team during the creation of Part 1
- Gameplay, Saving, Engine code, Localization, and UI implementation
- Release on Mac, iOS, tvOS, PS4, Xbox One, Switch, and PC

“River City Girls”

Language: C#

WayForward Technology

Unity3D

- Work closely with Developer from throughout the of the project
- In charge of Gameplay, AI, Localization, and UI implementation
- Released on PS4, Xbox One, Switch, and PC
- Add Post-Release updates patch and bug fix to the game

“Princess Cruises - The MedallionClass App”

Language: C#

WayForward Technology

Unity3D

- Create User Interface for User to Set up Accounts and Order Supplies
- Used by Android, iOS, and PC with Touchscreen set up
- Interact with the Server and Client

“Tumbleweed Express”

Language: C#

Dirigiballers, LLC

Unity3D

- Out on PC, Mac, and Linux
- In charge of the Enemies Cars AI, Camera control, UI, Audio Setup

Education

-Full Sail University

Winter Park, FL

Bachelor of Science in Game Development

April 09

-Northern Virginia Community College

Manassas, VA

Associate of Science in Computer Programming

Jun 07