# Devon Deitsch

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## EDUCATION

**Full Sail University**
*Bachelor of Science Degree in Game Design and Development*

Winter Park, FL
*June 2008*

**Montgomery County Community College**
*Associate Degree in Applied Science for Digital Design Multimedia*

Blue Bell, PA
*September 2003 - 2005*

## ACADEMIC EXPERIENCE

**Meteorite Mayhem**
    **Team Code Nuggets, six people**
    **Asset Lead**
  Used C++ to create the Camera system and High Score Table
  Used Linear Interpolation Forumla to implement Camera Shake
  Worked with an Art Director in managing and delivering game assets

**Medieval War**
    **Team Two Squared, four people**
    **Project Officer**
  Used C++ and TinyXML to create the Animation Engine
  Used C++ to create the game's state machine
  Used XmlPad to create the animation XML files

**Secret Weapon**
  Used C++ and Direct3D to make a small top-down space shooter

**Miscellaneous**
  Used FMod in the creation of a 3D Sound System
  Used C++ and OpenGL to make a 3D temple level
  Used Unreal Editor to make a six-room level

## WORK EXPERIENCE

**Montgomeryville Mall**
*Electronic Boutique Cashier*
  Cash Register Operation
  Handling Customer Questions
  Managing/Updating Inventory
  Setting Up Store Posters/Standees
  Organizing All Shelves
  General Upkeep Around The Store

North Wales, PA
*July 2002 – October 2005*

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## SOFTWARE KNOWLEDGE

### Platforms
Windows

### Graphics/2D&3D
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe Soundbooth
Maya
XmlPad

### Programming
C/C++
Win32
MFC
OpenGL
Direct3D
Direct Sound
Direct Input
FMOD

### Major Algorithms
3D/2D Collisions
Vector Transformations
Liner Interpolation
A*

### Office Software
Microsoft Word
Microsoft Excel
Microsoft Access
Microsoft Visio
Microsoft PowerPoint
Microsoft Project

### Game Tools
Warcraft III World Editor
Unreal Editor
NWN1 Aurora Toolset