

Devon Deitsch

358 West Mount Vernon Street
Lansdale, PA 19446

devon.deitsch@gmail.com

cell 407-967-7650

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 Formula 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

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
Linear 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