

Darrick Hilburn

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launch_code

SOFTWARE DEVELOPER IN KANSAS CITY, MO

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GITHUB [DHilburn1218](https://github.com/DHilburn1218)

I am an entry level software and game developer seeking to utilize my proficiency and continually increase my knowledge of development.

LANGUAGES	FRAMEWORKS	DATABASES	TOOLS
<ul style="list-style-type: none">• C#• Python	<ul style="list-style-type: none">• .NET• Unity	<ul style="list-style-type: none">• MySQL	<ul style="list-style-type: none">• GitHub
<ul style="list-style-type: none">• C++• Java	<ul style="list-style-type: none">• Node.js		

EDUCATION

Johnson County Community College, A.S. Computer Information Systems — 2020

Johnson County Community College, A.A.S. Game Development — 2018

Missouri University of Science and Technology, Computer Science — 2013

PROJECT EXPERIENCE

Rail Shooter Tool — Unity Tool for Game Development

- Tool designed for Unity developers to make an on-rail game.
- Unity Visual Tools utilized for ease of use on the developer end.
- Tool supports multiple rails to allow any developer designated entity to follow a rail.
- Rebuilt from Unity 5 to Unity 2021.

Mobile Tic Tac Toe — Unity developed Mobile Game

- Tic Tac Toe designed for play on Android.
- AI developed that scans the board to make moves.

WORK EXPERIENCE

Programming Lead, Fat Cat Games, New York (Remote), August 2018 - December 2022

- Lead Programmer responsible for communications between team director and other leads to apply unified vision of the project to the programming team.
- Developed a working Third Person Controller for player interfacing into the game world.
- Developed tools for item creation and statistic and status generation for use by other developers.