

Dmitry Portnoy

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Gameplay/graphics engineer with experience across a variety of platforms

www.medievaltech.com

Education

Carnegie Mellon University	Pittsburgh, PA
Master of Entertainment Technology	May 2024
Bachelor of Science – Computer Science	May 2010

Skills

Languages:	C++, C#, Java, Python, Go, JavaScript, HTML5
Libraries/Tools:	Unreal Engine, Unity, Vulkan, OpenGL 4, Android

Professional Experience

Gameplay Programmer - The Alice Project (3D game engine for student) November 2024 - Present

- Unity, Java, Maven

Gameplay Programmer - Ghostpunch Games November 2021 - May 2023, June-November 2024

- Implement multiplayer open-world gameplay for a rogue-like - Unity
- Fortnite Creative and Unreal Editor for Fortnite (Contractor for Epic Games)
 - migrate multiplayer BP/C++ logic involving GAS and actor replication
 - implement replication logic for Kill Confirmed item drops
- UE4 and GASImplement core gameplay and player abilities - UE4 and GAS
- Multiplayer VR experience with a virtual DJ – Unreal Engine, Quest 2

3D Graphics Engineer - Futurewei June 2020 – October 2021

- 3D graphics library - C++ and Vulkan, supports physically-based rendering and variable rate shading

Software Engineer - Verizon Media June 2015 – May 2020

- AOL Video OTT Apps - Video streaming app for web, Android, Alexa, Xbox 360, and PS4
- CMS used by all AOL Video apps - Written in HTML5 and AngularJS

Projects

Defend the Bridge – Mobile location-based AR tower defense - Unity and Niantic Lightship

Programmer | Game Designer 5-person team, Spring 2024

- Design and implement the map overlay, implement the turret behavior

3D rendering engine - C++ and Vulkan, cross-platform

Programmer Spring 2024 (WIP)

- model and scene and model loading
- physically based rendering, variable rate shading,
- view frustum culling w/ axis-aligned bounding boxes
- random terrain generation using marching cubes