David Evans

github.com/phosphoer
davidevansgames.com
david0evans@gmail.com
(425) 223-1708

Accomplishments

- Built initial experience prototypes and shipping apps for HoloLens at Microsoft
- Shipped an indie game title on Steam and Windows Store
- Wrote a component-based game engine in C++ with XML serialization, meta-reflection, and messaging
- Developed a 3D graphics engine in C++ using OpenGL and implemented a deferred lighting model with phong lighting, normal mapping, and shadows

Technical Experience

- **Proficient -** Unity, C#, Shaders, C, C++, Javascript, Git
- **Familiar -** GLSL, HLSL, x86 Assembly, DirectX, OpenGL

Projects

- **HoloLens Experiences - April 2015 - Current, Microsoft SDE II**
  - Worked in Unity on prototype and shipping HoloLens/VR experiences
  - Did networking, gameplay code, other custom tech and shaders
  - Worked together with designers and artists to build compelling demos
- **Sail Forth - September 2016 - Current, Personal**
  - Sailing adventure game built in Unity
  - Solo project, did all code/art/design myself
  - Fancy tech - water shader + buoyancy physics, sail physics
- **Bicyclism EP- September 2015 - November 2016, Personal**
  - Physics based party game for 4 players
  - Released on Steam and Windows Store
  - Wrote core gameplay code, procedural gen, physics based player controller
  - Designed levels and game modes
- **WinJS - August 2013 - April 2015, Microsoft SDE**
  - Set up a new build system during move to open source using the Grunt library
  - Worked on UI features such as rewriting a control from scratch
  - Implemented new UI designs for Windows Phone
  - Built control test page that automatically updates itself to latest master bits
  - Worked to make UI functional and consistent across all platforms
- **It Belongs in an Ancient Ruin! - June 2010 - April 2011**
  - Student Team Project
  - A stealth-based action platformer for which I wrote an OpenGL 2D graphics engine, wrote game-play logic, and designed levels

Education

- **Digipen Institute of Technology -** B.S. in Computer Science in Real Time Interactive Simulation 2009 - 2013