

# BRAXTON DEHATE

[www.braxtondehate.com](http://www.braxtondehate.com) · [braxtondehate@gmail.com](mailto:braxtondehate@gmail.com) · 360.890.8338

## SKILLS

### LANGUAGES

- C/C++ (4 years)
- C# (2 years)
- Intel x86 Assembly (Familiar)
- JavaScript (Familiar)

### TOOLS / ENGINES

- Unity
- Visual Studio
- Git/SVN
- DirectX 11

### ETC.

- Console Development
- Multi-threading
- Profiling
- Multi-discipline Cooperation

## EXPERIENCE

MAY 2021 - PRESENT

### JUNIOR ENGINEER (UI/TOOLS) GIANT ENEMY CRAB

Worked alongside a small team of various disciplines to improve the Unity 5v5 tactical shooter Due Process post-launch. Was responsible for the required UI engineering tasks for the game's customization and progression update, including the customization inventory, battle pass, and progression screens. Worked closely with level designers to plan and provide additional features for the level generator tool.

MAY 2020 - JULY 2020

### SOFTWARE DEVELOPMENT ENGINEER INTERN AMAZON WEB SERVICES

Learned to work in Amazon's complex development ecosystem and utilized a large stack of technologies in creating a web application to help a team serve their clients better. Participated in a professional Scrum sprint cycle on a small team and maintained strong communication while working remotely.

## ACADEMIC PROJECTS

SOLO PROGRAMMER · SEPTEMBER 2020 – DECEMBER 2020

### TERRAIN GENERATION AND EROSION DEMO UNITY TECH DEMO

Created a tech demo demonstrating procedural terrain generation and hydraulic erosion techniques. Iterated on shaders and applied user feedback to create a visually appealing product. Developed tools within Unity for easier content generation and control of the terrain generation algorithm.

GRAPHICS LEAD · NINE PERSON TEAM · SEPTEMBER 2019 – APRIL 2020

### TURBOENGINE 3D XBOX ONE/PC GAME ENGINE

Led a sub-team of three graphics programmers in creating a performant DirectX 11 graphics engine in the UWP environment containing industry standard features, such as PBR materials, screen space reflections, and GPU driven particles. Personally developed a flexible shader authoring system using shader reflection, and a Bezier curve based cinematic system.

## EDUCATION

BS CS RTIS: REAL-TIME INTERACTIVE SIMULATION · GRADUATED AUGUST 2021

DIGIPEN INSTITUTE OF TECHNOLOGY 9931 WILLOWS RD, REDMOND, WA 98052