

# Darren Farr

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<https://www.linkedin.com/in/darrenmfarr>

Portfolio @ [www.DarrenFarr.info](http://www.DarrenFarr.info)

Game Designer & Developer

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## PROJECTS: GITHUB - <https://github.com/Tsuzee/PortfolioProjects>

Passion Projects - Solo

A variety of small development and design projects found on my Portfolio.

Capstone - Group

A single level slice of a 3D cyberpunk action game on our custom cross platform engine.

Cross Platform PC/PS4 Engine - Solo

A basic cross platform engine for PC and PS4. Based off of my DirectX 11 graphics engine.

Level Design – Skyrim – Solo / Group

Small village and surrounding area and a larger world area built for a classmate to populate with NPC's.

Both built with the Skyrim Creation Kit and designed to highlight worldbuilding.

3D Unity Scene - Group

Designed and created a level in unity as group lead. I made the terrain, interior hallways, multiple rooms,

and various props in Maya. Complete with UV unwraps and Photoshop textures. Other group members

made rooms, props, and creatures which I placed in the scene.

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## PROFESSIONAL SKILLS: (years)

Programming C# (3), C++ (3), Java (<1), Visual Basic (<1), JavaScript (2), JSON (1), Ajax (<1), HTML (1), CSS (1)

Software Unity (3), Unreal (1), CryEngine (<1), Photoshop (<1), Maya (<1), Word, Excel, PowerPoint

Management Project organization (6), Oversight of team operations and resource allocation (6), Planning (5)

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## EMPLOYMENT HISTORY:

Rochester Institute of Technology Rochester, NY

Teaching Assistant / Grader: Interactive Media Development

September – December 2015, 16, 17

Second Avenue Learning

Pittsford, NY

Software Developer (Co-Op): Flash to HTML5 Conversion

February – August 2016

Doggett Construction

Old Forge, NY

Foreman

May 2006 – August 2014

Project planning, oversight, customer consultation and design. Actively involved in all aspects.

Carpenter

June 2002 – May 2006

Laborer

June - September 1999 -2001

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## EDUCATION:

Rochester Institute of Technology, Rochester NY

BS/MS in Game Design & Development, Expected May 2018

MS GPA: 4.0/4.0

Immersion: Japanese

BS GPA: 3.69/4.0

Honors and Awards

RIT Achievement Scholarship, Phi Theta Kappa Scholarship, Dean List Fall '14, Spring/Fall '15/'16

Mohawk Valley Community College, Utica NY

Associate of Science in Computer Science, May 2014

GPA: 3.75/4.0

Honors and Awards

Presidents List Fall '12, Spring '13, Fall '13, Vice Presidents List Spring '14, graduated with Honors

Course Highlight: Level Design (Grad), World Building Independent Study (Grad), Console Development (Grad) AI for Gameplay (Grad), Rich Media I & II (creating games with Canvas for the web, single/multiplayer), Data Structures and Algorithms for Games and Simulations I & II, Interactive Media Development (Unity), Game Design and Development I & II, Game Design (Grad), Prototyping (Grad).