# Darren Farr

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**Portfolio @ www.DarrenFarr.info**     Game Designer & Developer

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

Passion Projects - Solo

A variety of small projects in Unity 5 and Unreal 4 found on my Portfolio.

Level Design – Skyrim - Solo

Small village and surrounding area built with the Skyrim Creation Kit. Designed to highlight worldbuilding.

Flash to HTML5 Conversion - Group

Converted flash web modules to html modules for an education provider using Google Web Designer and JavaScript. The lead developer created the framework and sever applications. I built individual modules.

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.

Project Lo-Fi - Group

As group lead I managed scope constraints, developed the game's main loop, state changes, and enemy's AI. Created the introduction, transition, and ending game screens. Designed and lead milestone and final presentations. The project was a small turn based game.

## 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) |

## EMPLOYMENT HISTORY:

Rochester Institute of Technology     Rochester, NY

Teaching Assistant / Grader: Interactive Media Development     September – December 2015 & 2016

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

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

Mohawk Valley Community College, Utica NY

Associate of Science in Computer Science     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).