

Travis Fort

Generalist Game Programmer

WORK

Iron Galaxy Studios

Dreadnought Software Engineer Intern, August 2017 to Present

- Implemented and architected dedicated server feature
- Fixed bugs in UI, PS4 PlayGo, and Online code
- Utilized Perforce for submitting, diffing, merging fixes, and sharing shelves
- Wrote TDDs that include user stories, code structure, and test plans
- Extensively used PS4 devkit and SDK tools for debugging code
- Communicated with external QA and tracked issues in Jira
- Found defects and had code peer reviewed
- Wrote batch files to automate build tasks

Chronosapien

Shapesong Contract Programmer, Unity, June 2016 to August 2016

- Prototyped VR physics-based gameplay for the HTC Vive
- Created a music sequencer for user-playable instruments

PhykenMedia

Space Dreams Contract Programmer, Unity, November 2015 to April 2016

- Created custom spline tool for scripted camera movements
- Implemented VR gaze-based gameplay for Google Cardboard

PROJECTS

Florida Interactive Entertainment Academy (FIEA)

The Draft (Capstone Project) UE4, June 2017 to August 2017

- Created combat transition post-process material that works in VR
- Created procedural aiming and blocking for the archer and swordsman characters
- Enhanced animation state machine to blend upper and lower skeleton animations

Vulkan Fluid Dynamics C++, May 2017 to August 2017

- Implemented a Vortex fluid dynamics algorithm in Vulkan
- Implemented fluid collision with rigidbodies

Project Procedural C++, February 2017 to June 2017

- Implemented player-controlled realtime mesh generation in DirectX
- Created tool to hot reload game code using custom build system

Data-driven Game Engine C++, January 2017 to April 2017

- Researched and implemented STL containers like vector and map
- Developed XML parsing system for game data and scripting
- Unit tested all branches of code

Agar Raymarch C++, November 2016 (2 weeks)

- Rendered game using raymarched signed distance fields
- Implemented a 3D metaball algorithm to render game entities
- Ported to Xbox One from Win32 using the Universal Windows SDK

Perilous Paint Project Flash, August 2016 (2 weeks)

- Created animated splatter decal system that paints hidden objects
- Added paint physics to allow objects to bounce off of painted surfaces
- Made system to create physics colliders using the Flash pen tool

EDUCATION

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| Florida Interactive Entertainment Academy | Orlando, FL | M.S. Interactive Entertainment | Dec 2017 |
| University of Central Florida | Orlando, FL | B.A. Game Design | May 2015 |

CONTACT

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PORTFOLIO

<http://travisfort.net>

TECHNICAL EXPERIENCE

Debugging
Prototyping
Graphics
Gameplay
PS4
Online
VR
Code Review
Unit Testing

SOFTWARE / SDKs

Visual Studio
Perforce
Jira
Unreal Engine
Unity
DirectX
OpenGL
Scaleform
Flash

LANGUAGES

C++
C#
ActionScript
JavaScript
GLSL/HLSL
Batch