

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

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