

# Dustin Fischer

Video Game Developer

Specializing in 3D Graphics, Character Animation, and Gameplay Programming

Technical skills: C++, Python, GLSL, HLSL, HTML, Java, Javascript, WebGL

## Game Development History:

### Avalanche Studios

Gameplay Engineer  
*Contraband*  
2021-2024

Implemented third-person shooter controls using C++ and Python.  
Developed special player abilities and weapons.  
Integrated visual effects for combat effects and player status.  
Created enemy AI behavior using behavior tree logic.  
Resolved animation synchronization issues in multiplayer.  
Fixed visual anomalies in player customization.

### Cryptic Studios

Tools Programmer  
*Magic: Legends*  
2017-2021

Created internal special effects editing tool used in Magic: Legends.  
Implemented particle and material effects using HLSL compute shaders.  
Maintained 3D model export pipeline using 3ds Max and Maya.

### Hangar 13 (2K Games)

Gameplay Engineer  
*Mafia III*  
2014-2017

Implemented melee combat controls for player character.  
Added interrogation system with synchronized animations between multiple characters.  
Implemented swimming controls and other special player abilities.

### KIXEYE

Gameplay Engineer  
*War Commander*  
2013-2014

Developed player abilities for real-time strategy game using ActionScript.  
Implemented UI for player upgrades and online event features.

### Zynga (Buzz Monkey)

Gameplay Engineer  
*The Pioneer Trail*  
*Club Penguin*  
2011-2013

Implemented game logic for special online events using ActionScript.  
Updated server backend using PHP.  
Ported web-based minigames to iPad (Flash/ActionScript to C++)  
Upgraded web-based minigames from ActionScript 2 to ActionScript 3.

### 5TH Cell

Gameplay/UI Engineer  
*Super Scribblenauts*  
*Drawn to Life 2*  
2009-2011

Developed UI for menu screens with animated transitions and effects.  
Implemented 2D skeletal animation with skinned polygons.  
Programmed physics puzzles using Box2D engine.

## Notable Independent Work:

### Freestyle City

Lead Programmer / Designer  
*freestylecity.net*  
2021

Created game engine using WebGL/Javascript.  
Implemented skeletal animation system with vertex skinning.  
Implemented 3D model export pipeline in Blender.  
Play in a web browser for free at <https://www.freestylecity.net/>

**Education:** BS in Computer Science (Real Time Interactive Simulation), DigiPen Institute of Technology

**Portfolio website:** [www.dustinfischer.net](http://www.dustinfischer.net)

**LinkedIn profile:** [www.linkedin.com/in/dustin-fischer-a0266765/](https://www.linkedin.com/in/dustin-fischer-a0266765/)