DAKOTA HEROLD

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SHIPPED TITLES

- Immortals Of Aveum
- Dora the Explorer, Casa de Dora: New Adventures
- Team Umizoomi Shark Car: Race To The Ferry
- Bubble Guppies Lonely Rhino Friend Finders
- Bubble Guppies Halloween Party
- Lost & Found

SKILLS

Languages: C++, C#, Haxe, Python, Java, HTML5/CSS3, Javascript
Engines: Unreal Engine, Unity, 2DKit, Proprietary Engines
Version Control: Git, Perforce, Plastic SCM
Production: HacknPlan, JIRA, Trello, ClickUp

EXPERIENCE

Senior Software Engineer, Secret Dimension   March 2022 – Present
Remote

- Worked on multiple internal and external client singleplayer/multiplayer projects as a generalist engineer using Unreal Engine 5. (PC/Consoles/Mobile)
  - o Gameplay: Prototyped and implemented character, camera, controls, game mode, game state, and other systems using the Unreal Gameplay Framework. Worked with plugins such as Enhanced Input, CommonUI, and EnTT to develop UI systems on Project Dragon (Phoenix Labs).
  - o Performance: Profiled and optimized code/assets using tools such as Unreal Insights, PIX, and RenderDoc to hit key performance metrics on target platforms during the development of Immortals Of Aveum (Ascendant Studios).
  - o Leadership: Conducted engineering department interviews and helped develop company engineering interview processes. Active contributor to internal best practices wiki and external clients' documentation.

Software Engineer II, Protagonist Games   February 2020 – February 2022
Remote

- Worked on multiple unannounced multiplayer projects as a generalist client engineer using Unity. (PC/Console/Mobile)
  - o Gameplay: Prototyped and implemented character controller, animation, scoring, UI, and AI pathfinding systems.
  - o Leadership: Mentored interns and junior engineers in game engineering best practices. Participated in engineering department interviews.

Gameplay Programmer, RNG Studios   January 2018 – January 2020

Remote

- Programmed all game systems alongside one other programmer on two unreleased projects using Unity. (PC/Console)
  o Gameplay: Prototyped and implemented character, camera, and controls systems for a 3D turn-based tactics game and 2D roguelike game.
  o Tools: Responsible for design data, art pipeline, and localization tools.

Game Developer (Contract), Workinman Interactive   July 2017 – December 2017

Rochester, NY

- Solo programmed three client-based games using 2DKit / Haxe and a proprietary game engine.
- Assisted in development of two additional titles and implemented new features in proprietary engine / tools.

Lead Gameplay Programmer, MAGIC Center at RIT   August 2015 – May 2017

Rochester, NY

- Led a team of five programmers in designing and implementing gameplay systems of an NEH-funded digital card game based on legal codes in 12th century North Africa using Unreal Engine 4.

COMMUNITY

Speaker at Unrealfest   October 2024

Seattle, WA

- Co-presented a talk on behalf of Secret Dimension. "Unity to Unreal: Best Practices For Transitioning Developers"

ROC Game Dev (Head of External Affairs)   January 2019 – Present

Rochester, NY

- Serving on the 501(c)(3) board of directors and responsible for all external community outreach.

EDUCATION

Rochester Institute of Technology   August 2013 – May 2017

- Bachelor of Science in Game Design and Development, Minor in History