

DAKOTA HEROLD

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SKILLS

Languages: C#, C++, Haxe, HTML5/CSS3, Javascript, Java, Python

Engines: Unity, Unreal Engine 4, 2DKit, Proprietary Engines

Graphics APIs: Unity CG, ShaderGraph (HLSL), OpenGL, DirectX11

Version Control: Git, Perforce, Plastic SCM

Production: HacknPlan, JIRA, Trello, ClickUp

EXPERIENCE

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)
 - Gameplay: Prototyped and implemented character controller, animation, scoring, UI, and AI pathfinding systems. Profiled and optimized code to ensure we hit performance metrics on target platforms.
 - Tools: Architected internal code libraries using Unity Package Manager and NPM. Integrated middleware such as Animancer, Spine, NoesisGUI, and Wwise to empower content creators.
 - 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 systems alongside one other programmer on two unreleased projects using Unity. (PC/Console)
 - Gameplay: Prototyped and implemented 3Cs (Camera/Character/Controls) systems for 3D turn-based tactics game and 2D roguelike.
 - 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

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

SHIPPED TITLES

- Dora the Explorer, Casa de Dora: New Adventures
- Team Umizoomi Shark Car: Race To The Ferry
- Bubble Guppies Halloween Party
- Lost & Found