

David Galanter

davidportfolio.com

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EDUCATION

University of California, Irvine

GPA 3.8

Bachelor of Science in Computer Science — Dean's Honor List: 7 Quarters — Cum Laude

June 2016

Applicable Coursework: Computer Graphics; Artificial Intelligence; Game Engine Construction; Git/Github; Digital Image Processing; Socket Programming; X86 assembly; C programming; Linux; Bash; Data Management; Embedded Systems.

Orange Coast College

GPA 3.6

Certificate of Specialization C++ Programming

December 2014

Associate of Arts Degree

Applicable Coursework: Data Structures; Calculus; Linear Algebra; Differential Equations; Discrete Mathematics; Numerous classes in high level programming languages such as C++, Java, Python, and C#.

LANGUAGES & TECHNOLOGIES

- C, C++, Java, Python, C#, X86 Assembly, SQL, DrRacket, MATLAB, WebGL, JavaScript
- Windows, Linux, Bash, Vim, Unity 3D, UE3, UE4, Perforce, Axosoft, Jira

PROFESSIONAL EXPERIENCE

Rocket League

San Diego, CA

Jr. Gameplay Programmer

Sept 2016 - Feb 2020

- Built several online systems across multiple platforms for the American and Chinese versions of the game using UnrealScript and C++ in Unreal Engine 3.
- Helped kickstart the newly formed automation team building NUnit tests that ensured the game's visual and functional consistency.
- Built a designer-friendly, server-authoritative Player Challenge system allowing easy changes/additions via a JSON file hosted on a CDN.
- Implemented Steam Workshop support using the Steamworks API allowing players to load custom maps inside the game.

PERSONAL PROJECTS

Connect K

San Diego, CA

Programmer

Nov 2020 - Jan 2021

- Built an online version of the classic game Connect 4 using Blueprints and C++ as a means to learn Unreal Engine 4.
- Implemented a multithreaded AI for the game using Minimax trees, Iterative Deepening Search, and Alpha Beta Pruning.

Witches vs Aliens

Irvine, CA

Project Lead

Sept 2015 - June 2016

- Managed a 7-person team of programmers, a designer, an artist, and sound engineer, for an arena style sports game.
- Won 1 st prize at IEEE GameSig 2016.

Poor Man's Sky

Irvine, CA

Programmer

May 2015 - June 2016

- Built an in-browser, procedural planet generator with LODs (quadtrees) using WebGL and JavaScript.

Space is Lit

Irvine, CA

Programmer

April 2016

- Implemented the AI for a sci-fi horror game in C# using the Unity Game Engine with Tobii EyeX support, a sensor bar that can tell where your eyes are in 3D space and where they're looking on screen.

Space Gods

Irvine, CA

Programmer

Oct 2014 - June 2015

- Implemented a 2D physics system in C# with the Unity Game Engine for a fighting game in space that simulates planets rotating around a star using Newton's law of universal gravitation.