Devin P. Quinn
Game Developer

devinpquinn.dev@gmail.com ⬧ www.devinpquinn.com ⬧ (860) 917-0874

EXPERIENCE

Mission US, Electric Funstuff – Unity Programmer   Jun. 2023 – Present
- Contract programmer spearheading ongoing *Mission US: Revitalization* project, updating and upgrading the decorated game series for modern platforms and audiences
- Migrating game to Unity 2021 and troubleshooting publishing pipeline for WebGL, PC, and ChromeOS
- Refactoring code and asset pipeline to optimize game series while adding new functionality and features

ARWell PRO, Augment Therapy – Unity Developer   Jan. 2024 – Present
- Contract programmer and engineer leading creation of CI/CD pipeline for testing and releases of augmented reality exercise tools
- Executing complex integration of numerous third-party tools with first-party software to create seamless user and developer experiences
- Collaborating and coordinating with large multidisciplinary teams and high-profile partners in a fast-paced, dynamic corporate culture

Undisclosed VR Title, Meta – 3D Artist   Feb. 2022 – Mar. 2024
- Contract 3D artist on an undisclosed VR title for the Oculus Quest 2
- Responsible for production of a broad and varied array of characters and environment assets at all stages of the pipeline
- Modeled, unwrapped, textured, skinned, and animated 3D assets for frictionless game-ready implementation in Unreal

EOS-503, Neag School of Education – Gameplay Systems Lead   Aug. 2020 – Jul. 2023
- Led development of gameplay and dialogue systems for an educational research and assessment tool designed to inform on learning theory, consensus building, and problem solving
- Responsible for design and implementation of robust and diverse systems for multiple branching narratives composed of complex interactive events

Hare Apparent, Independent – Lead Developer   May 2021 – Apr. 2022
- Responsible for all aspects of design, development, and programming on this dialogue-based narrative and social simulation roleplaying game
- Recipient of Most Engaging Game at CT Festival of Indie Games 2021
- Entrepreneurship Foundation Software Competition grant winner, Digital Games category
- 100% Positive reviews on Steam

EDUCATION

University of Connecticut   Aug. 2017 – May 2021
BA Digital Media & Design, Game Design

- Graduated summa cum laude with honors as Banner Carrier (highest GPA in graduating class)
- Recipient of Jerome M. Birdman Scholarship, Fine Arts Talent Scholarship, DMD Artistic Scholarship, Dean's Scholarship Fine Arts, and Babbidge Scholar; Dean's List, all semesters

SKILLS

●●●●● Unity, C#, Adobe Suite, MS Office Suite
●●●●○ Maya, 3DS Max, Substance Painter, Aseprite, Audacity
●●●○○ Unreal Engine, Blueprints