

Donny Akers

Gameplay Programmer

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EDUCATION

University of Central Florida

Orlando, FL

Bachelor's of Science in Computer Science, Minor in Mathematics

Aug. 2023 – May 2026

GPA: 4.0/4.0 | National Merit Scholar, Burnett's Honors Scholar

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Matrix & Linear Algebra, Physics

TECHNICAL SKILLS

Languages: C/C++, C#, Java, SQL, JavaScript, HTML/CSS

Frameworks: Unreal, Unity, .NET

Tools: Git, Visual Studio, Jira

Libraries: Mirror, SFML

EXPERIENCE

Lead Game Programmer

January 2024 – Present

Limbitless Solutions, Inc.

Orlando, FL

- Developed a video game to train prosthetic arm use in Unreal Engine 5 with C++
- Architected project infrastructure for long-term organization and extensibility
- Used game mathematics like quaternions and signal processing to implement motion controls from scratch with 66% faster data transfer
- Led team of 4 artists and designers to maintain technical requirements and game vision

PROJECTS

Shipwreck Showdown | *Unity, C#, Mirror API, AWS, Git*

October 2024

- Developed and deployed a fully networked server-authoritative Unity game in 36 hours
- Collaborated closely with other programmers and artists to solve problems and generate ideas
- Won Best Game Award at KnightHacks 2023

Chess | *C++, SFML*

August 2024

- Developed a complete version of the classic game of Chess in C++ with move history and game saving
- Leveraged modern C++ features like move semantics, templates, polymorphism, and capture lambdas
- Implemented powerful design paradigms like the strategy pattern, abstraction, and encapsulation
- Created a custom GUI using SFML to interact with the game

Mob's Arena | *Unity, C#, Mirror API, Git*

2023

- Created a round-base, arena-style deathmatch game with a robust upgrade system
- Developed fully networked multiplayer functionality
- Utilized game architecture and server-authoritative design to synchronize clients effectively and prevent cheating