

Andre Duvoisin

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EDUCATION

B.S. Computer Science (Games)
University of Southern California

GPA: 3.85
Expected Graduation: May 2016

INDUSTRY EXPERIENCE

Blizzard Entertainment (C++, Qt, IPC, Curl), *Software Engineer Intern* Summer 2015

- Member of Battle.net team working on cutting edge social technologies
- Created an internal tool for game teams demonstrating proper social feature implementation
- Built out client-side social systems from front end user interface to the low level social engine

Blizzard Entertainment (C++, Qt, Linux, Python, HTTP), *Software Engineer Intern* Summer 2014

- Member of Battle.net team working on new content packaging and distribution technologies
- Iterated upon an internal interactive data visualization tool analyzing network traffic
- Wrote unit tests and handled edge cases in Blizzard's new cross-platform downloader

ACADEMIC EXPERIENCE

Professional C++ (C++), *Teaching Assistant* Fall 2015 – Present

- Grading projects and holding office hours to assist with complex C++ questions for 50 students

PROJECTS

Chambara (Node.js, MongoDB, Linux, TCP) chambaragame.com Spring 2015 – Present

- Writing a platform with player profiles, matchmaking, analytics, and game server management
- Creating a build and deploy system with Jenkins to manage a cross-platform game

Polyseum (C++ with Unreal 4) polyseum.com Spring 2014 – Present

- Implementing core networked multiplayer gameplay features for a first person shooter
- Primary Contributions: Chat, Status Effects, Game Flow, Spectator Mode, Reconnecting, Dash

The Maestros (UDK, HTTP, TCP, Flash) maestrosgame.com Spring 2013 – Present

- Integrating against a platform API to form a robust lobby and character select system
- Primary Contributions: Main Menu, In-Game HUD Overlays (using Scaleform GfX)

Super Smash Skyrim (C++, UDP, TCP) Spring 2015

- Implemented networked gameplay features including 4-player support, time syncing, client-side prediction, physics, movement and attack mechanics, asset loading, and win conditions

Game Engine (C++) git.io/Game-Engine Fall 2014

- Wrote low level systems including SIMD math, memory allocators, and DirectX 9 graphics

Spirit (C# with Unity3D) bit.ly/Spirit-Game Fall 2014

- Wrote an advanced sound wave analyzer to distinguish beats in a given sound file

SKILLS

Game Engines: Unreal Engine 4 (UE4), Unreal Development Kit (UDK), Unity3D, XNA
Languages: C++, C, C#, Java, Node.js, Python, SQL, MongoDB, UnrealScript
Other: Linux, Jenkins, Qt, HTTP, TCP, UDP, MIPS, SIMD, LLVM, Flex, Bison

ORGANIZATIONS

USC Trojan Marching Band – Flute Section Leader, Squad Leader
Makers of Entertaining Games Association (MEGA) – Executive Board