

# Da Vis C. Linder

1189 W. 36<sup>th</sup> Pl., Apt. 3, Los Angeles, CA 90007  
(612)203-2936

[davis.c.linder@gmail.com](mailto:davis.c.linder@gmail.com)  
<http://X-Filtered.net>

---

## OBJECTIVE

A creative game designer and programmer currently seeks a full-time design or engineering position – with particular interests in game conception, game play dynamics, MMO's and system creation and design.

---

## EDUCATION

**University of Southern California**, Master of Science, Computer Science, **Aug 07 - May 09**

- Specialization in Video Game Design and Development

**Hirosaki Gakuin University**, 弘前学院大学, **Summer 07**

**University of Wisconsin - River Falls**, Bachelors of Science, Computer Science, **Aug 02 - May 07**

---

## RELATED PROJECTS

**Minor Battle**, Lead Engineer & Game Designer, **Aug 08 – Present**

- Work directly with the programmers & designers to create game play functionalities.
- Create and maintain various game play systems.

**US Vs. THEM**, Tools Programmer & Game Play Designer, **Aug 08 – Dec 08**

- Developed game play structures for the programming team.
- Created a in game level editor that allowed us to place objects in the world dynamically.

**Mobile Assassins**, Team Leader, **Jan 08 – May 08**

- Organized a team to create a cell phone version of the game popularly known as assassins.

---

## PRESENTATIONS

**“Video Game Design using New-Age Development Tools & Techniques”**

Presented at the National Conference of Undergraduate Research 2007 at Dominican University in San Rafael, California  
<http://gstoremayhem.slippyd.com/files/poster.pdf>

---

## SKILLS

**Programming Languages:** C#, C++, Java, SQL, XML, HTML, CSS, PHP

**Game Development:** OGRE 3D, Torque X 2D, Unity 3D

**Development Tools:** Visual Studio, Photoshop, Linux, Apache, CVS, SVN

**SQL Languages:** MySQL, Oracle10g

---

## EXPERIENCE

**University of Southern California**

Programming Consultant, **Feb 09 – Apr 09**

- Programming and design using the Torque X 2D game engine to demonstrate the capabilities of the platform, for Peter Brinson on his current project “The Cat and the Coup”

**University of Southern California**

CSCI 580, Computer Graphics Grader, **Aug 08 - Dec 08**

- Working with the TA and the other grader to evaluate grades for student assignments.

**University of Wisconsin – River Falls**

Student Affairs Senior Student Programmer, **Jan 04 - May 07**

- Design and develop web pages and web applications using PHP and MySQL.
- Assist in the hiring training and supervision of entry programmers.
- Responsible for scheduling and holding programmer meetings.
- Keeping track of and reporting the progress of assignments.