

# Cass White

## Gameplay Programmer

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### SKILLS

#### Programming

- C#, C++, & C
- SVN, Git, GitHub, SourceTree, & GitLab

#### Game Engines

- Unity
- Unreal Engine 4 - Blueprints
- Custom C++

#### Design Skills

- Level Design
- System Design
- Technical Design
- User Experience

#### Additional Skills

- 7+ Years of Public Speaking
- Board Game Design
- Voice Acting

### PROFESSIONAL EXPERIENCE

#### Video Game Programmer

May 2021 – Present

#### BALANCED Media Technology — Undisclosed Unity Game Project

- Spearheaded the initial implementation and pipeline for a Cinematic Cutscene Manager with branching narrative and player dialogue choices support.
- Tied together art, animation, design, and programming to create the pipeline which characters could be added to the game with an emphasis on the actual design values to be completely data driven.
- Evolved that pipeline into a massive tool to automate said pipeline, turning a rate of 1 hr. per character to about 7.5 mins a character.
- Worked jointly with other programmers to create the architecture for a turn-based combat gameplay system, leading the areas of a breadth-first search Reaction Effect system, battle animation states, end battle loot system, battle statistics, and the Initiative/Turn Order system.
- Undertook several systems relating to the Player HUB area of the game, including but not limited to: Navigable World Map, Input Manager for dealing with both world space and UI space objects simultaneously, an adaptable Base Decoration system with variable placements, and more.
- Coordinated the creation of Player centric systems such as data driven Player Progression and Inventory.

#### Lead Teacher, Teacher Assistant, Activities Coordinator

May 2018 – August 2019

#### ProjectFUN Summer Workshops —

- Taught multiple workshops and guided students from ages 4-18 in educational activities that taught a wide variety of topics such as but not limited to: C++ command line coding, Basic Electronics, Unity C# scripting, using Unity in general, source control in Git, and various Design skills (System, Level, UX, and Board Game Design).

### ACADEMIC PROJECTS

#### Gameplay Programmer

August 2020 – April 2021

#### Game Project: “Cleaning Spree!” — 5 members

- Prototyped the player controller for an Overcooked style janitorial game that is in preproduction.
- Designed and implemented various physics-based gameplay actions, the overall scoring system, and level progression.
- Managed the team’s use of source control and developer practices to ensure as clean of merges as possible with within Unity’s scenes, prefabs, scripts, etc.

### EDUCATION

#### DigiPen Institute of Technology

Bachelor of Science in Computer Science and Game Design

Graduated: April 2021