

📞 949.373.6491

✉ LONDON.DUCHENE@GMAIL.COM

LONDONDUCHENE.COM

FOCUSES

AI PROGRAMMING
TOOLS PROGRAMMING
GAMEPLAY PROGRAMMING

LANGUAGES

C/C++ (4 YEARS)
C# (1 YEAR)
BLUEPRINTS

API'S

QT
IMGUI

SOFTWARE

MICROSOFT VISUAL STUDIO
GEANY
UNITY
UNREAL ENGINE 4
MERCURIAL/ PV4 / GITHUB
AUTODESK MAYA
SLACK / TRELLO

OPERATING SYSTEMS

WINDOWS 7/8.1/10
LINUX MINT 17
LINUX UBUNTU

LONDON DUCHENE PROGRAMMER

STUDENT PROJECTS

AI/GAMEPLAY PROGRAMMER

Jan 2017 - Ongoing

CURES AND CURIOS: VR potion making game in UE4

Team Size of 20

- Working on custom AI movement system that will showcase dynamic NPC roaming
- Worked with designers to create unique gameplay items

TOOLS/GAMEPLAY PROGRAMMER

Oct 2016 - Dec 2016

CROSS COUNTER TACTICS: 3D grid based tactical RPG in Unity

Team Size of 5

- Constructed a 3D level editor with Unity Editor Scripts that allowed for quick level generation
- Implemented agent movement using A*

TOOLS PROGRAMMER

Jul 2016 - Oct 2016

BERSERKER BREAKERS: Custom C++ game Engine and Editor

Teams Size of 11

- Built widgets for Editor using QT, which allowed designers to intuitively use the Engine's functionality

TOOLS/PHYSICS/AI PROGRAMMER

Sep 2015 - Apr 2016

SHADOW MANOR: 2D action game built in a custom C++ Engine

Team Size of 6

- Constructed game Editor using IMGUI
 - Engineered physics system using Separating Axis Theorem
 - Implemented AI behavior for enemies using a Finite State Machine
-

EDUCATION

BSCS REAL TIME INTERACTIVE SIMULATION

Sep 2014 - April 2018

DIGIPEN INSTITUTE OF TECHNOLOGY, REDMOND, WA

TA May 2017 - Ongoing
Class CS380 Game Ai

CLUBS Aug 2017 - Ongoing
Co-President of Game Ai club