

Duncan Whiteside

26w117 Armbrust Ave, Wheaton, Ill 60187 | (630) 886-2328 | dawhiteside@fullsail.edu | duncanwhiteside.com

Objective

As a graduating student, I want to use my knowledge and ability to help advance any industry I find myself in. I am focused on utilizing what I know to the fullest and expanding my knowledge to bring more to the table with each project I work on.

Skills & Strengths

- Object-Orientated programming using **C#, C++, Python** and **Java**
- Collaborate in large code bases, adapting and cooperating with company standards
- Code Cleanliness, efficiency, memory management and cleanup
- Experience using **GIT, Trello** and **UnityCollab**
- Developing **UI in Unity3D**
- **Computer Aided Design(CAD)** software

Experience

Student Project | Final Project | April 2017

Final project was creating and to continue developing a mech warrior simulation. It is a single-rider, closed-loop, **military-style mech simulator** that we continued where the previous group had left off on. It was created on a Moog platform that was interfaced with Unity over a **User Datagram Protocol (UDP)** connection.

Student Work Study | Atlas Project | January 2017

The Atlas project is a database consisting of all programs, divisions and courses at Full Sail University. My main role was to develop and implement a UI system that could be used and manipulated inside the **Oculus Rift** or **HTC Vive**. I was also tasked with debugging, refactoring inefficient code and merging any code that couldn't be through **GIT**.

Global Game Jam | RGB Rampage | January 2017

RGB is a twin-stick shooter created using **Unity3D**. The game was designed and made in under the 48-hour time limit by a 9-person team as part of the 2017 Global Game Jam. As the main developer on the team I was tasked with merging all the work of the team between art, sound, code and fixing any bugs that arose out of the merging. Because of our Team focus and support, we finish and polish the final product well before the 48-hour mark.

Student Project | Motion Platform | October 2016

I created a 6-DOF Stewart Platform using **SolidWorks** to design it, 3D-printed the parts required, used **Eagle** to design the **circuit boards** that the platform used and utilized an **Arduino** to program the motion platform. The Arduino implemented inverse kinematics to determine the servo rotations to reach the desired platform rotation.

Education

Bachelor of Science | Full Sail University | April 2017

- GPA: 3.50/4.0, Perfect Attendance
- Major: Simulation and Visualization
- Coursework: Linear Algebra, Physics, Artificial Intelligence, Augmented and Virtual Reality, Microcontrollers, Computer Graphics, Networking, Operating Systems, Data Visualization, Digital Fabrication