# Derick Janssen

An award-winning gameplay programmer who is passionate about gameplay, feel, tools, performance, and multiplayer.  Excels at rapid prototyping and communication.

**Email:**
zorakbane@yahoo.com
This resume was created by a human for humans. Please ask for the AI one.

## EXPERIENCE

**Santa Barbara Games,** Remote - *Principal Engineer*
Jan 2025 - Current

**Wicked Fox Games,** Remote - *Senior/Lead Programmer*
May 2024 - Jan 2026

**Studio Wildcard,** Remote - *Senior Programmer*
Feb 2024 - May 2024

**Bethesda Game Studios,** Dallas, TX — *Senior/Lead Programmer*
June 2016 - January 2024

**S2 Games,** Kalamazoo, MI— *Senior Programmer*
June 2012 - June 2016

**Evolutionary Games,** Orlando, FL— *Programmer*
July 2008 - May 2010

## EDUCATION

**SMU Guildhall,** TX — *Interactive Technology* **- 3.5**
2010-2012, Full Scholarship Awarded

An intense masters program where we built our own engine and renderer from the ground up.  We also learned and created multiple games in different engines (Torque, UDK, and proprietary engines)

**UCF,** FL — *BS Computer Science - 3.64*
2007 - 2010, Presidents List

UCF combined Electrical Engineering and Computer Science so I learned a lot about Electrical Engineering as well as Computer Science while taking a focus on Artificial Intelligence (even graduate level) courses

**YouTube and other Media**
Always - Forever

I follow all sorts of programming and math/science channels! Tell me your favorites. Always stay learning and curious!

## SKILLS

Agentic Coding, AI (general)
Unreal, Unity, XNA, Torque

## AWARDS

**Finalist in the Indie Games Challenge** *Galactic Arms Race*

**Full Scholarship Awarded to SMU Guildhall** from Indie Games Challenge at DICE convention 2010 in Las Vegas

**Upsilon Pi Epsilon**
Member of the Computer Science honors society

**Pi Mu Epsilon**
Member of the Mathematics honors society

**Steam VR Game of the Year & Golden Joystick Award**
Skyrim VR 2018

**XBox Game of the Year &**

**Most Innovative Gameplay Award**
Starfield 2023

## LANGUAGES

C++ C# C
Lua, ActionScript, Blueprint
Java, or whatever language

English
Some Spanish
Some Japanese

## PROJECTS (Reverse Chronological)

### Voidwood - *Unity C#*
Owner of the Deterministic Multiplayer Rollback Netcode simulation in ECS. Created a V-Rising size world with a mean simulation time of ~1.5ms. Ensured a performant build with no crashes or desyncs and at each milestone. Created many tools for the team and productivity. Created Agentic AI workflows for non-coders.

### Rise of Elements - *Unity C#*
I worked on client/server game logic, UI, and tools. I've worked on nearly every aspect of the game except backend AWS server scaling.

### Ark Survival Ascended - *UE5 C++*
I helped with optimization, tools, and bug fixes. I gained 25% server performance in my first week! I identified problems with nanite/Lumen performance that severely limited client framerate.

### Starfield — *Proprietary C++ Engine*
I worked as a lead for the StarMap feature. I later worked on Ship Building, Localization, Optimizations, and Outposts.

### UNANNOUNCED — *Unity ECS (canned) and UE4 GAS*
Can't talk much about this one (NDA). A multiplayer third person game.

### Fallout 76 — *Proprietary C++ Engine*
I was brought on to ship some post release features, namely bulldozing, vending, and camp decorating. I also worked on the Nuclear Winter game mode.

### Skyrim VR — *Proprietary C++ Engine*
I spearheaded this VR project from conception until launch. I worked on pretty much every feature of the game except the zoomed out map mode and tutorial.

### Fallout VR — *Proprietary C++ Engine*
I created melee, polished teleporting and movement, created the workshop mode in VR, and many new UI elements in AS3

### Force of Elements — *Proprietary AS3 Engine*
I helped a friend ship a multiplayer versus puzzle fighter game.

### Savage: Resurrection — *UE4*
A 1st and 3rd person FPS RTS game. I did all of the commander coding, all of the combat and gun/spell logic, cosmetics, some UI, character controls, etc.

## SPEECHES
KVCC - Game industry primer

GR Dev Night - Game development (**sold out)**

MSU - How to transition from education to industry

WMU - So you want to make games?

UCF - Galactic Arms Race - NEAT(AI) and Making games with it

## OTHER DEVELOPMENTS
**Project M(3.0) — Wii**
Homebrew App - Front end launcher and updater

UEFN Game prototyping, many games in UEFN

Ninja Survivors - UE5 - Lead Programmer - a Vampire Survivors clone done in Unreal GAS

Alchemy Avenue - UE4 - Lead Programmer - a mobile game done in blueprint to teach covid19 furloughed friends game development.

NFC Amiibo data — a github I started to reverse engineer Amiibos and their data

Game Jams! I try to do at least a game jam a year.