

Dmitry Portnoy

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B.S. in Computer Science, Minor in Math
Carnegie Mellon University (CMU) Class of 2010

Versatile and experienced game and graphics engineer with over 10 years of experience developing entertainment experiences on a wide variety of platforms, with a strong background in engine development using C++, OpenGL, and Vulkan and game development using Unity and Unreal Engine.

Work Experience

Ghostpunch Games, LLC, Sunrise, FL **November 2021 – Present**
Senior Software Engineer

- Immersive multiplayer VR experience – Unreal Engine 4, C++ on Oculus Quest 2

Futurewei, Santa Clara, CA **June 2020 – October 2021**
3D Graphics Engineer

- 3D graphics library - C++ and Vulkan, supports Physically-based Rendering and Variable-rate Shading
- Framework for streaming Android apps - Based on open source scrcpy and AOSP projects

Verizon Media, Dulles, VA **June 2015 – May 2020**
Software Engineer

- AOL Video OTT Apps - Video streaming app for web, Android, Alexa, Xbox 360, and PS4
- CMS used by all AOL Video apps - Written in HTML5 and AngularJS

Software Engineer (Haystax Technology, McLean, VA) **July 2012 – June 2015**

- Neutron - Web app engine that supports in-company apps and third-party apps
 - Python, Storm, MongoDB backend, jQuery, AngularJS, FlatUI frontend
- Constellation - Searches for threats by processing data sources (twitter, youtube comments, etc)
 - Python, Storm, MongoDB backend, jQuery, AngularJS, FlatUI frontend

Hobby Game Dev Projects

- Multiplayer collectible card game - Unity 3D and Mirror networking, Go backend **WIP**
 - Collaboration with two other developers
- 3D space combat game / graphics engine - Vulkan, SDL2, C++ **WIP**
- Battlegrounds (2D MOBA prototype) - Allegro, C++ **2019**
- Lost Perception (2D action RPG, sequel to Lost Haven) - Java **January – December 2008**
- Lost Haven (2D action RPG) - Java **September - December 2007**

Non-degree classes from Coursera

Game Design and Development with Unity 2020 Specialization (Michigan State University)
Build a Computer from First Principles: From Nand to Tetris (Hebrew University of Jerusalem)
Human-Centered Design: an Introduction (University of California San Diego)