

Dmitry Portnoy

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Versatile engineer and designer, with game and graphics experience across multiple platforms, looking to create immersive, story-driven experiences

Education

Carnegie Mellon University (CMU)
Master of Entertainment Technology

Expected May 2024
Pittsburgh, PA

Carnegie Mellon University
Bachelor of Science – Computer Science

May 2010
Pittsburgh, PA

Current Projects

Building Virtual Worlds (Academic)

August 2022 – Present

Programmer | Game Designer

- Rapid prototyping projects developed on a team of 5
- Make the salad – A game using the Quest 2 and hand tracking, where the player makes a salad out of different ingredients
- Saloon game – A light-hearted game using eye tracking, where the player must first maintain eye contact with a waiter, and then avoid eye contact with a sheriff
- Dragon rider – A game using the Quest 2 and a tilting, rotating chair where the player flies a dragon and breathes fire on their enemies

Passion Projects

- Multiplayer cyberpunk CCG - Unity 3D, Go backend, collaboration with 2 other devs WIP
 - Gameplay inspired by Hearthstone and Magic: The Gathering
- 3D space combat game / graphics engine - Vulkan, SDL2, C++ WIP
 - Player controls a spaceship and fires lasers at incoming asteroids
- Battlegrounds (2D MOBA prototype) - Allegro, C++, UDP 2019
 - Real-time capture-the-flag with PvP combat

Experience

Ghostpunch Games, LLC

November 2021 – Present

Senior Software Engineer

Sunrise, FL

- Rogue-lite game - Unreal Engine 4
- Immersive multiplayer VR experience – Unreal Engine 4, Oculus Quest 2
- Contract with Epic Games developing features for Unreal Engine for Fortnite (UEFN)

Futurewei Technologies

June 2020 – October 2021

3D Graphics Engineer

Santa Clara, CA

- 3D graphics library with physically-based Rendering and variable-rate shading - C++ and Vulkan
- Framework for streaming Android apps to desktop - Based on open source scrcpy and AOSP projects