

Dennis Dencho Taylor

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Programming Languages: C#, JavaScript, HTML, Python, MySQL, XML, JSON, Markdown, CSS, SCSS, C, C++
IDEs & Engines: Visual Studios, VSCode, Rider, Unity3D, Godot, Hugo
Graphics & Simulation: SRP(URP/HDRP), DirectX, Vulkan, OpenGL, WebGL
Networking Frameworks & APIs: Unity Multiplayer (UGS, Lobby, Relay, Matchmaker, NGO/NGE), Steam (Steamworks.Net, Heathen), Web3 (Moralis, ThirdWeb), Cloud Code, Addressables, ForgeNet, FishNet, Mirror, AWS (MongoDB/S3), IAP, Analytics
XR Frameworks & APIs: OculusVR, MetaXR, OpenXR, ARFoundation, ARCore, VRTK, AutoHand
AI Tools & APIs: Copilot, Muse, Claude, ChatGPT, LayerAI, ComfyUI, HuggingFace
Other Tools: Git, Github Actions/Projects, SVN, Jira, Doxygen, Swagger, ReadyPlayerMe, Gaia, SpeedTree, Shadergraph, VFXGraph, Shuriken, Miro, Figma, Trello, Agile

Professional Experience

BlocUnited	07/2022 - 05/2024
Lead Gameplay Programmer & Game Systems Architect	
<ul style="list-style-type: none">⦿ Spearheaded Unity frontend development for a Web3 MMO Action RPG, managing over 6 branches across 2 repositories, resolving 200+ issues and creating an open-source Web3 SDK for Unity⦿ Engineered prototypes for real-time blockchain interactions and integrated Web3 features like custom base-building and physics-driven combat systems within a Play-to-Earn model⦿ Coordinated with backend developers and artists to achieve seamless Unity-Web API integration and translated UI elements from Figma wireframes into the game⦿ Directed game design and strategic project planning as Acting Chief Game Officer, adeptly navigating critical blockchain-related project shifts	
Crypto Comedy Club	11/2021 - 06/2022
Lead Gameplay Programmer	
<ul style="list-style-type: none">⦿ Created an innovative VR project featuring multimodal full-body finger tracking with ReadyPlayerMe avatars, incorporating inverse kinematics and procedural physics⦿ Served as the technical spokesperson during crowdfunding events, effectively conveying project specifications and features, resulting in over \$80,000 raised⦿ Pioneered physics-based full-body finger and controller tracking, into a networked prototype enabling 100 CCU a room	
Study Edge	12/2020 - 10/2021
Gameplay Programmer	
<ul style="list-style-type: none">⦿ Designed and implemented interactive prototypes using Oculus Quest's experimental finger-tracking technology; facilitated user testing sessions with over 50 participants⦿ Collaborated with R&D teams to implement front-end features, enhancing user interaction and engagement⦿ Optimized VR performance and reduced draw calls improving framerate by 40%	
DriveAbilityVT	04/2019 - 10/2020
Gameplay Programmer	
<ul style="list-style-type: none">⦿ Developed an application for detecting human behavior patterns using neural networks integrating Amazon S3 and DynamoDB⦿ Managed Android and IOS branches, ensuring consistent updates and cross-platform compatibility for 100+ testers⦿ Optimized and ported 12 minigames from JS to C# while increasing performance and engineering shaders⦿ Mentored by a senior ex-Amazon/ex-Microsoft programmer, significantly refining C# methodologies	
Freelancer	02/2016 - 03/2019
Gameplay Programmer	
<ul style="list-style-type: none">⦿ Created 2D/3D/XR applications and prototypes for high-profile clients⦿ Collaborated with cross-functional teams to deliver customized prototypes⦿ Achieved client objectives by delivering high-quality features within tight deadlines	

Education

Bachelors in Computer Science and Game Design	2016 - 2018
DigiPen IoT, Seattle WA	
<ul style="list-style-type: none">⦿ Participated in multiple Game Jam projects⦿ Mentored by Niantic's Lead Technical Artist, Mike Ton	
Associates in Computer Information Systems and Networking	2014 - 2016
Whatcom Community College Bellingham WA	
<ul style="list-style-type: none">⦿ Founded and presided over the Game Development Club⦿ Completed an internship prototyping for the Oculus Rift (DK2/CV1).	

Publications

Peach (Steam) - Unity 3D Rhythm Game, Collab with SMC Studios, Steam Inventory Items
Slime Story (GooglePlay) - Unity 2D Mobile Idler, Combat Systems, AI, Editor tools, Google Play Store IAP
PortalsEdge360 (Steam) - Unity VR Horror Game, Unity3D, OVR, VRITK, SteamVR