SANDY DEMIAN

Software Engineer

Contact

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Programming

C++, Python, C#, JavaScript, HTML, CSS, Java

Software

Visual Studio, Perforce, Frostbite, Unreal Engine 4/5, Unity, Jira, GitLab

Education

Interactive Entertainment, M.S.
Florida Interactive Entertainment Academy
December 2020
GPA: 3.80

Computer Science, B.S.
University of Central Florida
December 2018
GPA: 3.77

Work Experience

Software Engineer II - Electronic Arts   **May 2021-Present**
Maxis, Central Tech | May 2024- Present
- Prototyped Advanced AI based custom character creation for The Sims

Maxis, Unpublished Sims Game | Oct 2022-May 2024
- Iterated on the custom animation system integrated into UE5 for next gen Sims title
- Added support for more flexible layering of animations to achieve multitasking behaviors in characters
- Worked with animators to improve authoring animation content that supports layering
- Collaborated with gameplay engineers and expanded on the animation system's API for requesting animation to support character multitasking needs
- Created a custom plugin that extends UE5's Animation Rewind Debugger

EA Studios, Central Tech | May 2021-Oct 2022
- Expanded on the replay capabilities of the Frostbite engine to allow for user generated content
- Worked on a major feature from start to end including gathering requirements, system design, implementation, integration, and maintenance
- Collaborated with the Frostbite development team to develop and integrate engine modifications to support the feature
- Collaborated with stakeholders and game teams to ensure requirements were aligned and integrated the project into one of the current titles using Frostbite

UI Programmer Intern - Epic Games   **Aug 2020-Mar 2021**
Fortnite UI Team
- Worked on Fortnite's quest system to extend and improve the NPC quests
- Collaborated with gameplay engineers to add UI support for a new gameplay feature
- Fixed bugs in various areas of Fortnite including the store, locker, HUD, and settings

Other Experience

Izcalli of the Wind - C++/Unreal Engine 4   **Jan-Aug 2020**
Florida Interactive Entertainment Academy | Capstone Project
- Collaborated with a multidisciplinary team of 16 on an Aztec inspired action-adventure game using a hoverboard movement
- Implemented gameplay features including directional force paths using Unreal splines, a payload challenge system, two-level fog of war map and a mini map, and an in-editor replay playtest tool using network replication

Procedural Building Generator - C++/Unreal Engine 4   **May-Aug 2020**
Florida Interactive Entertainment Academy | Personal Deep Dive
- Implemented a building generator with random floorplans
- Added the ability to customize number of levels, wall segment size, number of segments, and style
- Created a spline editor to allow manual modification to the generated floorplan

Game Engine - C++   **Jan-May 2020**
Florida Interactive Entertainment Academy
- Created a data driven game engine with Json scripting, custom runtime type identification, a multithreading event system, and unit tests