David Grimsley ~ Software Engineer

DavidJGrimsley@gmail.com
910-323-4179

Recent Work

Lead Level Designer @ Low Key High Entertainment

- Starting with blockmesh, I create fun and challenging scenarios and playtest often
- Work with a small group in a start-up game studio to put together a pitch demo
- Use blueprints, level sequences, etc. to make the level dynamic
- Stay in communication about collaborative issues, teamwork and deadlines to meet

Tutor @ Self-Employed

- Manage scheduling appointments and invoices for several students, some from tutoring companies
- Math is my specialty, ranging from 3rd grade math to Trigonometry and Quantitative Reasoning.
- Create lesson plans and work for students to do outside of the classroom
- Encourage and coach them through difficult situations

Projects

UI/UX Developer @ xCard

- Used SwiftUI to program a social media app for a startup company
- Deployed daily builds to App Store Connect
- Fixed bugs and implemented changes and features requested after testing

Founder & Mobile Application Dev @ Poke Pages

- Designed and developed an app for iPhone and Android using Adalo's no code software
- Filled a need within a gaming community of Pokemon Go by creating a communication platform
- Published to the Apple App Store and Google Play Store
- Created icons and descriptions for app store connect and Google development server

---

- C, C++, Python
- HTML & CSS & SQL
- Git & Perforce
- JavaScript & TypeScript
- Flask, React Native & Expo
- Supabase / Firebase/MongoDB
- iOS, MacOS, Android & Windows
- Root Cause Analysis (RCA)

Certifications

C++ for Unreal Game Development @ Coursera & University of Colorado

There were four separate courses in this specialization. Each building off the last to get a deep understanding of how to not only program in C++ with good conventions and techniques but how to use it with Unreal Engine to create custom classes and optionally extend those using blueprint.

CS50x @ edX & Harvardx

In this course I learned the fundamentals of programming from pointers and memory allocation, to web development and cybersecurity. The languages included C, Python, JavaScript and more. There were over 30 problem sets from which I learned a great deal.

Interactive Technology and Game Design @ Full Sail University
Online – Bachelor of Science

Culinary Arts @ Johnson and Wales University
Charlotte, NC – Associate of Applied Science