

# Donny Akers

## Gameplay Programmer

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## EDUCATION

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### University of Central Florida

Orlando, FL

*Bachelor's of Science in Computer Science, Minor in Mathematics*

*Aug. 2023 – May 2026*

GPA: 4.0/4.0 | National Merit Scholar, Burnett's Honors Scholar

Relevant Coursework: Data Structures & Algorithms, Object-Oriented Programming, Matrix & Linear Algebra, Physics

## TECHNICAL SKILLS

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**Languages:** C/C++, C#, Java, SQL, JavaScript, HTML/CSS

**Frameworks:** Unreal, Unity, .NET

**Tools:** Git, Visual Studio, Jira

**Libraries:** Mirror, SFML

## EXPERIENCE

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### Lead Game Programmer

January 2024 – Present

*Limbittless Solutions, Inc.*

*Orlando, FL*

- Use Unreal Engine 5 and C++ to develop training video games for prosthetic arm use
- Architect project infrastructure for long-term organization and extensibility
- Use game mathematics like quaternions, vectors, and digital signal processing to implement motion controls from scratch
- Collaborate with artists and designers to provide technical guidance on engine tools, workflows, best practices, and requirements

## PROJECTS

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### Shipwreck Showdown | *Unity, C#, Mirror, AWS, Git*

October 2024

- Developed and deployed a fully networked server-authoritative Unity game in 36 hours
- Collaborated closely with other programmers and artists to solve problems and generate ideas
- Won Best Game Award at KnightHacks 2023

### Chess | *C++, SFML*

August 2024

- Developed a complete version of the classic game of Chess with move history, game saving, and basic chess engine
- Leveraged modern C++ features like move semantics, templates, polymorphism, and capture lambdas
- Implemented powerful design paradigms like the strategy pattern, abstraction, and encapsulation
- Created a custom GUI using SFML to interact with the game

### Mob's Arena | *Unity, C#, Mirror API, Git*

2023

- Created a round-base, arena-style deathmatch game with a robust upgrade system
- Developed fully networked multiplayer functionality
- Utilized game architecture and server-authoritative design to synchronize clients effectively and prevent cheating