

# DANTE XYSTUS

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Chicago, IL

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[Portfolio](#)

## PROFESSIONAL SUMMARY

Innovative tech mind with extensive experience in game engines and software implementation. Lead UI programmer for an online robotic combat game JunkPunk: Arena. Able to quickly understand existing code and suggest improvements. Lived in Asia, U.S., and the Middle East. Experienced in working with culturally diverse teams.

## EXPERIENCE

### PROGRAMMER | T'SARE

APRIL 2023–OCTOBER 2024

- Collaborated with Lead programmer to create tools for efficient content generation.
- Utilized source control for codebase updates.
- Designed and built systems to enhance User Experience
- Took initiative by proactively integrating the development of accessibility features within the project.

### INSTRUCTOR | IDTECH

JUNE 2019-JULY 2024

- Taught programming courses (Python, Unity, and Game Design) in both face-to-face and virtual environments and to groups with wide ranging experience levels.
- Defined key learning objectives with stakeholders and obtained desirable student outcomes through focused, individualized attention.
- Coached and mentored each student to design challenging final projects that showcased their learning.

### LEAD UI PROGRAMMER | JUNKPUNK ARENA

JAN 2021-AUGUST 2021

- Designed UI pipeline which improved productivity by 40%.
- Prioritized and scoped feature requests to ensure that the biggest impact features were worked on first.
- Programmed custom tools to enable designers to quickly iterate on key features.
- Quickly grasped the current codebase during the on-boarding process and identified key areas for improvement.
- Front-End Development: UI/UX, identifying and extracting variables to expose into existing systems.
- Back-End Development: Data Structures, Algorithms.

## EDUCATION

### CHAMPLAIN COLLEGE | BURLINGTON, VERMONT, U.S.A

Bachelor of Computer Science - Game Programming

## TECHNICAL SKILLS

Agile, C, C#, C++, CSS, Figma, Git, HTML, Java, Javascript, Lua, Networking, Python, UI/UX, Unity, Unreal Engine

## SOFT SKILLS

Teaching and coaching; Designing educational curriculums for programming courses; Learning new computer languages.