



# Derrick Barra

## TECHNICAL PRODUCER

### SUMMARY

More than 4 years programming, creating art assets, creating standards compliant websites, and working as the lead producer on numerous student projects including films and video games.

### SKILLS

#### Proficient in:

*Object Oriented Programming (.NET), Rapid development standards  
W3C web standards, Database design language (DBDL),  
3D Modeling/Texturing/Rigging/Animation/Lighting, 2D Technical Artistry (Print/Web)*

#### Software

- Programming: *C#, C++, XNA, Java, XHTML, Javascript, MySQL, Access*
- Producer: *Office, Project*
- 2D: *Photoshop, Illustrator, Indesign*
- 3D: *Maya, 3DCoat*

### EXPERIENCE

#### **Lead Programmer, Lead Artist – Number Munchers DX Javascript Video Game**

- Created an enhanced version of the classic Apple II/DOS game Number Munchers for web browsers.
- Developed in Javascript, playable on all major web browsers including mobile and tablet devices.
- Art style is a redrawn version of the original games sprites.

#### **Lead Programmer– Maya Grass Generator**

- Coded .MEL script that creates a field of grass for 3D artists to create animations with
- Combines individual grass pieces together during creation in order to save memory.
- Allows artists to define attributes such as length, height, overall density, and rotation.

#### **Lead Producer – Tri-Something Video Game Development Club**

- Created Tri-Something, a student run video game development club at Jacksonville University.
- Gave weekly speeches on topics on all aspects of video game development.
- Created the Tri-Something website, which hosted the weekly speeches and exercises for members.

#### **Lead Programmer – Android .OBJ Model Spinner**

- Using OpenGL ES 1.0, created a 3D model spinner that loads an .obj and .mat file.
- Renderer spins the object on a turntable for clients to see the models features.
- Includes blending and lighting on/off buttons.

www.derrickbarra.com  
1-386-627-5820  
derrickbarra@gmail.com