DEAN WOODS

Gameplay Programmer

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EDUCATION

University of Southern California, Los Angeles — May 2026
Bachelor of Science in Computer Science: Games | GPA: 3.70 / 4.00
Master of Science in Computer Science | GPA: 4.00 / 4.00
Relevant Coursework: Video Game Programming, Programming Game Engines, Software Development
Awards: Viterbi Dean's List– Fall 2022, Spring 2023, Spring 2024, Fall 2024, Spring 2025

EXPERIENCE

CCG Lab | Irvine, CA
Game Design Intern — May 2025 - August 2025
Game Design Coordinator — September 2025 - Present

- **Mechanic Research**: Examined prominent digital CCGs to create new mechanics for a game currently in development
- **Top-Down Design**: Designed and balanced cards based on a large existing IP to work both thematically and within the game's engine

Cryptozoic Entertainment | Lake Forest, CA — May 2024 - August 2024
Playtest Intern — May 2023 - August 2023

- **Game Development**: Engaged in the playtesting process and collaborated with a team of four developers to enhance user experience for multiple board games
- **Card Gameplay**: Repeatedly analyzed gameplay components and composed coherent and useable feedback in the process of iterative game development to reach our experience goal

PROJECTS

Open Your Browser, June 2025 *Open Alpha* Game — January 2025 - June 2025
Programming Team, Mentor

- **Game Mechanics**: Conceptualizing and executing mechanics for six minigames made with Unity
- **Cross-Functional Collaboration**: Collaborating with other programmers and design, art, and sound teams to ensure a cohesive final product
- **Leadership**: Successfully mentoring a dozen team members, guiding them through Unity concepts and tools to enable meaningful contributions to the team's project

Move It!, Puzzle-Platformer for a Master-level Computer Science Course — January 2025 - May 2025
Team Captain, Programmer, Designer

- **Physics Programming**: As the team's lead programmer, creating and iterating on a satisfying and bug-free physics engine to enable creative level designs and solutions
- **Puzzle Design**: Personally creating over 30 unique puzzle levels using 7 distinct mechanics
- **Technical Analytics**: Programmed methods that would record and report user data, and analyzed large amounts of said data to fix both technical bugs and level flaws

SKILLS

Technical: C, C#, C++, HLSL shaders, Java, Python, Unity, self-created engine experience
Problem Solving: Debugging visually, analyzing memory usage, plugging leaks
Interests: Technology Specialist- Crafting Microsoft Macros, working on a software database