

# DEREK L. MANNS, MCIT, MISM

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973-454-4933

<http://www.derekmanns.com>  
<http://www.sunguragames.com>

Los Angeles, Ca 90043  
3507 Knoll Crest Ave

## Skills

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**Game Engines:** Unreal, Unity, Crytek, Source, ID Tech, Game Maker

**Software:** 3ds Max, Maya, Adobe, PerForce, SketchUp, Project, Visio, Jira, SVN

**Scripting / Programming:** Unreal Kismet, ID Tech, Source, LUA, Perl, Java, C++, JavaScript, C#

## Game Experience

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**Sungura Games – Founder / Creative Director** 07/09 – Present

- Developing games for PC, Mobile, and Console Markets

**TOYOTA RACER** PC DEMO DEVELOPED FOR TOYOTA AND BLACK ENTERPRISE MAGAZINE

**ZAMBONI CHALLENGE** ANDROID AND WINDOWS

**CALL IN SICK** ANDROID AND WINDOWS

**IGDA APP** INTERNATIONAL GAME DEVELOPER'S ASSOCIATION APP FOR ANDROID AND WINDOWS

**KNOCK'EM OFF** PUZZLE GAME IOS, ANDROID, AND BLACKBERRY PLAYBOOK

**DeVry University – Associate Professor** 01/08 – 07/15

- College of Engineering & information Sciences for GSP Game & Simulation Programming
- Teaching 2D / 3D game development concepts using UDK and Game maker
- 3ds max / Maya Modeling and Audio standards for video games

**GEARBOX SOFTWARE / UBISOFT** LEVEL DESIGNER

**ALIENS: COLONIAL MARINES** FPS / Unreal Engine 3 09/2007 – 07/2008

**BROTHERS IN ARMS: HELL'S HIGHWAY**

- Primary responsibility: Support and build levels and assets in the UE3 engine for the XBOX360, PS3, and PC

**N-FUSION / MIDWAY** LEVEL DESIGNER

**HOOR OF VICTORY** FPS / Unreal Engine 3 Level Designer 01/2007 – 07/2007

- Primary responsibility: Build and support levels and assets in the UE3 engine for the XBOX360

**AMERICA'S ARMY** MILITARY SIMULATION / Map Pack / Unreal 2k4 Engine 07/2006 – 09/2006

- Primary responsibility: Build a complete level for the final content release of a map pack

**THE GUILDHALL at SOUTHERN METHODIST UNIVERSITY** 01/2005 – 06/2006

**Certificate in Digital Game Development: Level Design**

**SHANTYTOWN** Action / Adventure Total Conversion for Half-Life 2

- Primary responsibility: Game play, scripting, and dialogue in all levels of the game

**THE SUIT** Half-Life 2 / Solo Project 01/2005 – 06/2006

- Build a single level using in-game assets, BSP, lighting, detailing, scripting, and optional modeling based on a game design and level design document

**SANDSTORM** FPS / Action Project for Call of Duty 07/2005 – 12/2005

- Primary responsibility: Game play elements and scripted events

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**MYTHOS** FPS / Multiplayer Project for Unreal Tournament 2K4 04/2005 – 06/2005

- Primary responsibility is was to build one complete level for the Greek themed team project

**D.R.O.P** 2D Side Scrolling for Scrolling Game Dev Kit 01/2005 - 03/2005

- Scrolling Game Development kit was utilized to build a 2d based game.

**SONY COMPUTER ENTERTAINMENT AMERICA INC** 06/2005 - 12/2005

## Beta Tester / Gamer Advisory Panel

- Test beta versions for Gold release: Socom U.S. Navy Seals Fireteam Bravo (PSP) and Ratchet Deadlocked (PS2)

**Marketing Representative** Wizard World Conference 11/2005

- Demonstrated mechanics of games developed by Sony for the PS2 and PSP

**ED MAGNIN & ASSOCIATES - Game Tester / Quality Assurance** 06/2005 – 11/2006

- Vegas Casino game developed on the Nintendo DS handheld gaming system

**EB GAMES - Sales Associate / Certified Game Pro** 04/2004 – 11/2007

- With my certified game expertise, I was responsible for the promotion and selling of games, consoles, and accessories

## Work Experience

**ATI – ADVANCED TECHNOLOGY INSTITUTE – Instructor** 02/2003 - 02/2004

- Instructor for the Professional CIW (Certified Internet Webmaster) modules.

**DIGITAS LLC - Senior Programmer Analyst / Web Developer** 07/2000 - 11/2001

- Build new websites and additions to existing websites using a number of skills listed above. Sites included: American Express, NBA, Williams-Sonoma Pottery Barn Kids, Morgan Stanley, Fleet Bank, Captain Morgan, GM, and Wolters Kluwer

**ISSAC HAYES ENTERTAINMENT - Webmaster** 06/2000 - 08/2000

- Coordinate and maintain information on site for R&B singer, actor, disc jockey, and the voice of chef on South Park

## EDUCATION

**University of Texas at Dallas** 09/2013 - Present

PhD Candidate: Art and Technology

**DeVry University's Keller School of Management** 07/2005 – 04/2011

Masters: Information Systems Management

**THE GUILDHALL at SOUTHERN METHODIST UNIVERSITY** 01/2005 – 06/2006

Masters Certificate of Interactive Technology in Digital Game Development: Level Design

**KEAN UNIVERSITY – B.S. Computer Science Information Systems** 2002