JACKSON LUFF

Software Engineer

CONTACT ME

Phone

+1 585 494-9157

Location

Farmington,
New York, 14425

Email

Jackson.Luff.Dev@gmail.com

Web

Jackson-Luff.com

REFERENCES

Steve Wilcox
Technical Director(Playside)
Previously Electronic Arts

Colin Scott-Fleming
Engineering(Playside)
Previously Amazon

Daniel Stephens
Lead Engineer(Playside)
Previously Blizzard

EXPERIENCE

PROFICIENCIES

9 Years Professional Experience

2.5 years	C++ [proprietary]
2.5 years	C++ [Unreal]
1 years	Blueprints [Unreal]
1.5 years	C# [Unity]
1.5 years	Javascript

PLAYSIDE - SOFTWARE ENGINEER
2.5 YEARS

Overall Responsibilities and Expertise

- Excellent collaboration external partners
- Proprietary Engine & Tools
- XR Gameplay & UXUI architecture (Coherent Labs)
- Rendering support
- Audio engineering (Wwise)
- Profiling and optimization
- Risk & schedule assessment (AGILE)
- Technical Documentation
- Large scale engine architecture

ZERO ONE STUDIO - SENIOR PROGRAMMER
5.5 YEARS

Overall Responsibilities and Expertise

- Tech director / consultant - Client liaison for technical inquiries
- Systems, pipeline, tools, performance analysis, gameplay, bug reports, shaders
- Primarily Unreal Engine development
- Architectural experiences and technical breakdowns
- Custom DRM encryptions
- Ray-tracing and lighting solutions for AI training
- PC maintenance
- In-house model viewer for artist

Age Of Empires 3 - Definitive Edition
- Custom tooling to maximize efficiencies
- Automated generation (randomized variations, behaviors)
- Custom shaders - painterly style post effects (+ fake GI)
- Raytracing and Rendering Optimization

Table of Tales The Crooked Crown

- Porting Unity project to Steam VR/PC, Quest 2 & Switch
- Building and improving upon an already developed title
- Rebuilt lighting and shader systems for Quest 2 & Switch
- Bug fixing and optimization across multiple disciplines

EDUCATION

ACADEMY OF INTERACTIVE ENTERTAINMENT

Advanced Diploma

- Awarded Most Polished Project
- Awarded Most Outstanding Programmer