JACKSON LUFF

Software Engineer

CONTACT ME

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Farmington,
New York, 14425

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REFERENCES

Steve Wilcox
Playside - Technical Director
Previously Electronic Arts

Colin Scott-Fleming
Playside - Engineer
Previously Blizzard, Amazon

Daniel Stephens
Playside - Lead Engineer
Previously Blizzard, THQ

EXPERIENCE

PROFICIENCIES

9.4 Years Professional Experience

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

PLAYSIDE - SOFTWARE ENGINEER
2.9 YEARS

Sid Meier's Civilization VII - VR

- Reverse-engineered a *20 year old* proprietary engine & tools
- Redesigned UI UX architecture, improving performance by 2000% (Coherent)
- Implemented core interfacing and architecture (OpenXR)
- Audio engineering and profiling using Wwise
- GPU/CPU debugging, profiling and optimization (RenderDoc, Telemetry)
- Administered risk and schedule assessments using Agile methodologies
- Created and maintained technical documentation (TDDs, SPIKEs)
- Fostered excellent collaboration with external partners

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
- Virtual Production for TV Shows and TV advertisements
- 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