

Jacob Poteet

✉ JacobWilliamPoteet@gmail.com | ☎ (724) 714-6679 | 📍 Pittsburgh, PA | 🌐 in/JacobPoteet/

Games

WIN Reality, March 2022 - Present

Unannounced Unreal Engine AAA Project, June 2021 - March 2022

Hearthstone, October 2020 - June 2021

Transformers: Reactivate, May 2018 - October 2020

Experience

WIN Reality - VR App for the Meta Quest (Unity)

Pittsburgh, PA

TECHNICAL DESIGNER

March 2022 - Present

- Implemented and designed features across the platform in C# while collaborating with other teams
- Acted as the Design Feature Lead for Coach Mode, Dynamic Leaderboards, and the Feed.fm Music Player
- Helped launch the app out of beta and into the Most Popular category in the Quest store
- Designed a roadmap to transform the app into a fully featured social experience
- Conducted both design and code reviews for all teams

Lost Boys Interactive - Unannounced (UE4)

Pittsburgh, PA

STAFF TECHNICAL DESIGNER

June 2021 - March 2022

- Feature Owner of AI, UI/UX, Missions, Encounters, & LD Tools
- Helped mentor less-experienced designers
- Led strike-teams to start and implement large game-defining features

Certain Affinity -Blizzard's Hearthstone (Unity)

Austin, TX

TECHNICAL DESIGNER - UI TEAM

October 2020 - June 2021

- Fully integrated into the partner's UI team to implement store and profile features
- UI Design owner of Battle-Ready Decks, Mini-Set Store Products, and the in-game Announcement Board
- Designed products to optimize UI for both desktop and mobile.

Certain Affinity -Transformers: Reactivate (UE4)

Austin, TX

TECHNICAL DESIGNER - GAMEPLAY (AI SUB-TEAM)

August 2019 - October 2020

- Ownership over several core enemies from initial prototype to shipping
- Created a better pipeline between VFX artists and designers to facilitate project unity
- Reviewed Unreal Blueprint check-ins and performed routine size-map audits across assets

ASSOCIATE TECHNICAL DESIGNER - GAMEPLAY (SANDBOX SUB-TEAM)

Austin, TX

May 2018 - July 2019

- Designed and implemented an abstract encounter system while collaborating with AI, World, and Missions teams
- Implemented and iterated on a diverse range of character abilities focusing on player experiences
- Reviewed network performance and improved efficiency among weapons, abilities, and enemies
- Performed design tasks at a fast-pace while managing iteration time to achieve a high quality bar
- Transitioned prototype features used for proof-of-concept into abstract and versatile systems

Skills

Software: Unreal Engine 4/5, Unity, C++/C#, JavaScript, Visual Studio, Maya/Blender, OpenXR for Meta Quest

Platforms: PC, Xbox Series/PS5, iOS/Android, Meta Quest 2/3

Math: Linear Algebra, Calculus, Discrete Mathematic, Statistics

Hobbies: Cooking, Poker, Homelab Self Hosting, AI Exploration

Education

Pennsylvania Western University of Edinboro

Edinboro, PA

MAJORED IN COMPUTER SCIENCE - GAME TRACK, MINOR: MATHEMATICS

August 2015 - August 2018