Jonathan Kohl

Game Developer

Killeen, TX

jaymkohl@gmail.com | jaykohl.github.io | www.linkedin.com/in/jonathan-kohl-681159231

TECHNICAL

LANGUAGES

- C++
- C#
- Java
- HTML
- CSS
- SQL

ENGINES

- Unreal Engine
- Unity
- Godot

TOOLS

- Visual Studio
- Perforce
- GitHub
- Trello
- Jira
- Direct3D 11
- Blender

SKILLS

- Agile/Scrum
- Physics
- Linear Algebra
- Calculus
- Data Structures

SOFT SKILLS

- Critical Thinking
- Adaptability
- Problem Solving
- Attention to Detail
- Collaboration
- Communication
- Leadership
- Time Management

PROFESSIONAL EXPERIENCE

PETTY OFFICER THIRD CLASS | CORPSMAN | USN

ACTIVE DUTY | 2017 - 2021

- Worked in dynamic teams and collaborated with other disciplines.
- Displayed leadership skills and critical thinking under high stress.
- Created and lectured educational material for junior sailors.
- Provided patient care to our nations wounded warriors, service members, their families, and Whitehouse staff.

RESERVE | 2021 - 2023

- Lead funeral honor details for fallen servicemembers and veterans.
- Earned Sailor of the quarter at naval reserve center Augusta Georgia in 2023.

PROFESSIONAL PROJECTS

PROJECT LEAD | AI PROGRAMMER

FULL SAIL | VALARIUS | UNITY | 2023

- Scripted 11 unique AI enemies.
- Created four boss enemies with dynamic events.
- Developed inter-actable objects.
- Scripted NPC AI with a dialog system.
- Conducted scrum and sprint planning.
- Assisted team members in debugging.
- Oversaw team operations in production, driving successful outcomes.

PROJECT LEAD | AI PROGRAMMER

FULL SAIL | MONSTER EATER | UE5 | 2024

- Developed a procedural dungeon generator in C++.
- Scripted 12 unique AI enemies.
- Created a gore and drop system for AI.
- Conducted scrum and sprint planning.
- Lead a cross-functional team in production.

EDUCATION

BACHELORS OF SCIENCE: GAME DEVELOPMENT | 2022-2024