



# Jay Shippey

## Game Programmer

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## Education

### Bachelor of Applied Science 2019 - 2023

Ferris State University - Digital Animation and Game Design

Gained experience with C#, java, javascript, and visual scripting (Unreal Engine). Applied digital simulation and visual effects. 3D modeling, texturing, sculpting, and animation. 2D applications, storyboarding, and UI design.

## Projects

### Slope Shredder Infinite downhill runner for mobile

Unreal Engine

Semester-Long Project

Lead Programmer

Custom Physics Based Movement

Infinite and Random Track

Camera Movement

Visual Effects and Shaders

### Signals from the Stars 3D sci-fi puzzle game

Unity

Project Manager

Lead Designer

Lead Programmer

Puzzle Design

Logic Puzzle Mechanics

Editor Scripts

Animatable Mesh Built with Code

Level Progression System

### Chain Solitaire Solitaire variation

Unity

Two Month Personal Project

Solo Development

Random Deck Shuffling

2D Camera Movement

Playable Tutorial

Playable in Browser

### Ooze Crusader First person adventure game

Unreal Engine

Semester-Long Project

Team Lead

Weapon Selection

Weapon Behavior

Checkpoint System

Boss fight

Enemy AI

Health System

## Skills

Unity

C#

Unreal Engine

Java

Photoshop

3ds Max

Illustrator

Github

## Achievements

### Personal Projects

Solo developed two games over the same summer in Unity. They can be found on itch.io at Jay Shippey!

### Leadership

Led multiple teams for class projects, game jams, and taught programming classes at the professor's request

### On Display

Projects I've been a part of are often used as examples in both art and programming courses