

Professional Profile

Junior programmer with 2+ years of job experience working for small company of industry veterans. Primarily focused in 3D graphics and VR. Proven ability to ramp up quickly when given task in new problem domain. Excellent interpersonal and communication abilities and possess a wide range of technical skills. Enjoys being part of a team and thrives in high pressure and challenging working environments.

Skills

Languages: *fluent:* C++, C# - *experience with:* Java, JavaScript, ASP.net, .NET, python, SQL, XAML

Tools: Unreal Engine 4, Perforce, Unity3D, Visual Studio, WPF, GIT, Visual Studio Test Automation, Windows

Work Experience

Highwire Games LLC, Junior Programmer (Feb. 2017 – Jan. 2018)

- Shipped Golem, PlayStationVR (Sony exclusive)
- Responsible for all aspects of implementing game menu systems including workshop style using multiple categories and items in each. (Unreal Engine / C++)
- Volunteered for ad hoc testing on my own time, filing bugs in the database with confirmed repro steps.

Kaio Interactive LLC, Intern / Junior Programmer (Nov. 2015 – Feb. 2017)

- Responsible for all programming for Virtual Reality (Oculus) Pet Simulator prototype. (Unity3D/C#)
- Developed tool converting background texture into vertex colored mesh, made into Unity plugin with custom editor interface. (Unity3D/C#)
- Researched real time terrain mesh generation from point cloud data stream using Intel RealSense camera creating a proof of concept prototype. (Unity3D/C#/C++)
- Implemented gameplay for non-player characters for Magic and Magnums sand box game shown at GDC 2016. (Unity3D/C#)

Copious Love Productions, Intern Programmer (June 2015 – Oct. 2015)

- Developed tool that converted data between various formats across cloud storage (Excel to XML). (C#/.NET)
- Created to meet the needs for virtual augmentation of theatrical sets for *Codename: Kansas*

Projects

Gacha Town Mobile collection game

- Lead programmer / Technical Manager
- Designed and implemented model collection system
- All programming for 'Town' scene
- **Implementation:** C#, Unity3D (targeting Android)

JMath Linear algebra library

- **Implementation:** C++, static and dynamic library binaries, unit tests.

JeffreyMJohnson.net Personal web site

- **Implementation:** ASP.NET, C#, JavaScript (bootstrap.js)

Atlas Engine Tool to create sprite sheet and atlas file from given sprites.

- **Implementation:** C#, WPF

Education

Academy of Interactive Entertainment, Seattle WA (2014 – 2016)

Advanced Diploma of Professional Game Development Programming

ITT Technical Institute, Tukwila WA

Completed 7 of 8 quarters towards Associates Degree in Electrical Engineering