

# Jeffrey Popek

## Generalist Programmer

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San Francisco, California

### PROJECTS

#### Poly-Vinyl Pests!

Lead Programmer

Aug 2024 - Present, Unity

- Developed a robust local multiplayer system through Unity's Input System, enabling seamless player controls and interactions between players and AI
- Created boss AI with Unity's Animator that dynamically shifts aggro between two players based on the game state, enhancing cooperative combat
- Implemented engaging and user-friendly UI, effectively displaying critical game information to enhance player immersion and experience
- Designed, implemented, and maintained a modular player upgrade system which also allowed designers to easily implement their own upgrades.

#### Liminal Detective

Gameplay Programmer

Jan - May 2024, Unreal Engine 5

- Implemented combat mechanics such as a ranged attack and a grab and throw that could interact with enemies and the environment
- Utilized Unreal Engine 5's features to create dynamic enemy AI that would respond to the player's movements and attacks
- Optimized our game's runtime performance with bug fixes, code refactoring, and optimal blueprint implementation

#### Scam the AI

Programmer

March 2025 - March 2025, Unity

- Integrated OpenAI's ChatGPT API to create a dynamic, responsive NPC with memory-driven dialogue interactions
- Integrated third-party APIs for speech-to-text and text-to-speech functionality, allowing players to interact with the AI using voice input and receive spoken responses for a more immersive experience.
- Designed and implemented a custom UI system in Unity, styled to resemble a computer interface, to enhance player immersion
- Optimized API calls and UI performance to maintain smooth gameplay without lag or excessive loading times.

### Programming

C++

C#

UE5 Blueprints

Python

### Tools

Unity

Unreal Engine 5

SDL2

ImGui

Matrix & Vector Math

Source Control (GIT, SVN)

Jira

Confluence

Figma

Google Workspace

Adobe Creative Cloud

### Soft Skills

Scrum/Agile

Team Leadership

Collaboration

Problem Solving

Adaptability

Time Management

Interpersonal Skills

System Testing

### Socials

[jeffreypopek.dev](https://jeffreypopek.dev)

[linkedin.com/in/](https://linkedin.com/in/jeffreypopek)

[jeffreypopek](https://jeffreypopek)

### EDUCATION

#### **Bachelor Game Programming**

Champlain College

2021 - May 2025

Burlington, Vermont

- 3.6 GPA
- Dean's List