Jeffrey Popek
Gameplay Programmer

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PROJECTS

Poly-Vinyl Pests! (PVP!)
Lead Programmer

Aug - Dec 2024, 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
- Crafted immersive PvP arenas enabling players to engage in dynamic battles after cooperative boss encounters, highlighting the transition from teamwork to competition

Liminal Detective
Combat Programmer

Jan - May 2024, UE5

- 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

Command Input
Lead Programmer

Apr - May 2023, Unity

- Experimented with implementation of algorithms to match user drawn input with pre-existing symbols for unique gameplay
- Collaborated with team and utilized tester feedback to iterate and improve upon puzzle mechanics and layout over multiple weeks to create complex gameplay
- Designed and Implemented an email system using scriptable objects to make the process of creating custom emails easier

Programming
C++
C#
UE5 Blueprints
Python

Tools
Unity
Unreal Engine 5
SDL2
IMGUI
Google Suite
Adobe Creative Suite
Matrix & Vector Math
Source Control (GIT, SVN)
Jira
Confluence
Figma

Soft Skills
Scrum/Agile
Team Leadership
Collaboration
Problem Solving
Adaptability
Time Management
Interpersonal skills
System testing

Socials
jeffreypopek.site
linkedin.com/in/jeffreypopek

EDUCATION

Bachelor Game Programming
Champlain College

2021 - Expected Graduation May 2025

Burlington, Vermont

- 3.6 GPA
- Dean's List