

Jeremy Wilcox

Oswego, New York, 13126 | 1(315)592-1903

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github.com/JeremyMarkWilcox | jeremy-wilcox.com

EXPERIENCE SUMMARY

- Continually developing my skills from March 2024 through the present in three game engines and in multiple coding languages including visual scripting.
- Passionate Game and Software Developer eager to further expand my expertise and take on new challenges.
- Designed and implemented a robust finite state machine using Unity and C# to drive complex enemy AI behaviors, resulting in a more dynamic and challenging gameplay experience.
- Fully prepared to be an active team player but won't be afraid to bring vital issues to the attention of my seniors.
- Passionately participated in discussions with teammates to cultivate new ways to overcome critical obstacles with solutions while maintaining a calm demeanor regardless of stress, and communicating those ideas with the senior developers.
- I can guarantee to foster an upbeat, productive, and supportive environment for all of the development team members.
- Proficient in collaborative software development, with hands-on experience in utilizing version control systems like Git within a team-based project environment of seamless code.

SKILLS SUMMARY

Programming/Development: C++, C#, SQL, JavaScript, HTML, CSS

Game Engines: Unity Engine, Unreal Engine, Godot

Project Management: Scrum/ Agile Framework

Version Control: Git/ GitHub

EMPLOYMENT HISTORY

Software Developer Intern | ProsperIT Consulting - Portland, OR

Jan 2024 - March 2024

- Designed a Space Invaders-inspired game project, showcasing it in my portfolio for public access. Utilized finite state machine methodology to develop complex enemy AI, improving game dynamics and challenge.
- Executed animation integration within Unreal Engine for a player character using Adobe Mixamo animations. Managed the workflow of downloading, converting, importing, and retargeting animations to the IK skeleton, achieving fluid and realistic character movement.
- Demonstrated strong teamwork, adaptability, and problem-solving skills in a fast-paced environment. Proven ability to handle complex workflows and integrate diverse components into cohesive game experience, ready to contribute to future software development and game design projects.

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Machine Equipment Operator | Town of Oswego Highway Department - Oswego, NY

May 2010 - Jan 2024

- Operated heavy equipment and vehicles
- Operated a large variety of equipment and tools
- Handled mechanical needs for equipment

EDUCATION & TRAINING

Certification in Software Development | The Tech Academy

3/ 2024

- Immersive Full Stack Software and Game Developer boot camp with more than 900 hours of instruction and hands-on coding. Predominantly the program is based on C++/ Unreal Engine, C#/ Unity. I completed numerous practical projects using the fundamentals of Computer Science, and languages such as HTML, CSS, JavaScript, and SQL for backend. Agile / SCRUM was used for project management over two live projects based on the two game engines mentioned above.

Bachelors - Public Justice | SUNY Oswego, New York

5/ 2010