JZ

JEREMY ZOITAS

GAMES PROGRAMMER | PORTFOLIO LINK: HTTPS://JEZUSGAMING.GITHUB.IO./

OBJECTIVE

I am a junior games programmer who is hard working, dependable, and loves learning new things. I have been programming for 2 years. While programming I am constantly thinking and trying to learn new ways to improve my work. I would like to have a career which is rewarding and that can teach me new things.

SKILLS

Technical Experience:
- C/C++.
- C#.
- Unity.
- Git.
- FMOD low level API.
- Winforms.

EXPERIENCE

GAME: OTTO • TEAM/COMPANY: SCREAMING CHILLI GAMES • 06/08/2018 – 25/11/2018
Otto is a 3D platformer set in a world where the season have mixed and are slowly destroying the world. Take up Otto, as you run and jump through a multitude of platforming obstacles and fight back against the evil wolves that have changed Otto's world. I am happy with how this turned out. In this project I worked on the platforms, enemies, collectables, a good majority of everything apart from the player and its hook.

GAME: DIGITAL DECSENT • TEAM: BLACKLIGHT • DATES FROM – TO
Digital Descent is a game I worked on for a major project in my first year of the course. It is a is a 3D, Side Scrolling. Where the player controls a recon soldier, who fights though swarms of robots and race against the clock to stop there AI overlord. I programmed the enemies AI and all the UI within this game. I learned a lot from this project about team communication, over scoping, and keeping code well formatted and commented so others can understand it.

EDUCATION

BACHOLER OF GAMES AND VIRTUAL WORLDS • STILL WORKING ON • AIE (ACADEMY OF INTERACTIVE ENTERTAINMENT)
I am currently in my 2nd year of this course working to complete it. My GPA is in between a credit to distinction level. Throughout the course I have done a range of assignments that have pushed my learning and taught me a lot. Some of the work I have completed include:

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- AI project. This project taught us how to create different AI behaviors such as follow, seek, flee, wander, and apply them to agents. I also learned how to implement A* pathfinding making an object find the fastest way through a maze.
- Physics Engine. With this project I had to create all the physics for my game. It involved doing a lot of math's, collision detection, and collision resolution. There were different types of collision like Plane, sphere, AABB, and a couple others.
- Graphics Engine. For the graphics engine I had to create an engine which would load models and render them to the screen. It also included shaders and a light source which could affected some shaders. This project involved creating a bunch of my own classes like an application class, camera class, texture class, etc.

VOLUNTEER EXPERIENCE OR LEADERSHIP

I have volunteered for multiple game jams throughout my study. Some include just for fun, it was apart of the course, and for the global game jam. The proudest of game jam I have done would have to be stake driver which can be found on my website. We only had about 2 days to create a mobile game and it turned out well despite the optimization issues for the phone. I worked on the enemies spawning and making the level endless. The first major project which I worked on I was the lead programmer. This involved working with the programmers and designers making sure all features worked well. It also meant I had to create a code and commenting standard that everyone agreed to using.

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