# Jonathan Seepersad

## *Chico State Game Studios — Programmer*

**jonathan@seepersad.me** **+1 (408) 472-8498** **https://jonathan.seepersad.me/portfolio/programmer**

### PROFILE

Student of CSU Chico, studying B.S. in Computer Animation and Game Development, graduating 2026. Seeking new opportunities as a programmer. 2+ years practical experience working with Unity and Unreal, creating video games and interactive experiences.

### SKILLS

**Engines:** *Unity, Unreal Engine* **Programming Languages:** *C#, C++, Blueprints, JavaScript, Go*
**Platforms:** *Windows, Linux, macOS, Android, Web* **Software:** *Blender, Maya, Adobe Substance, PhotoShop, Illustrator*

**Soft Skills:** *Team Player/Teamwork, Adaptable, Creative, Self Driven, Communication, Respond to Feedback, Motivated*
**Development Process:** *Agile, Trello*

### WORK EXPERIENCE

**Teacher's Assistant, CSU Chico —** *Introduction to Game Scripting with Unity, (08/2024 – 12/2024)*

- Assist struggling students through grasping complex programming concepts in Unity using C#
- Facilitate one-on-one sessions tailoring sessions to improve students' confidence and problem solving skills
- Diagnose and resolve technical issues with explanations adapted to students' comprehension levels
- Moderated class discussions while responding to students inquiries in a timely manner.

### PROJECTS

**Sewer Swipers, Game Designer/Programmer —** *Grid-based dungeon crawler with sewer critters, (09/2025 – 12/2025)*

- Unreal Engine based, using Blueprints, targeting Android with simple swipe and tap gestures.
- Created core components: Tilemap generator, base entities, base items, base tiles
- Grid-based navigation and movement of entities and interaction with tile contents
- Basic enemy AI behavior with pathfinding on grid-based levels and attacking of neighboring tiles
- Publishing process from Unreal Engine to Google Play Store

**Static Bog, Unity, Lead Programmer —** *3D platforming with rocket-jumping from a shotgun, (02/2025 – 5/2025)*

- Unity based, using C#, creating a 3D platformer featuring weapons with "rocket-jump" recoil ability
- Created player locomotion and control, and weapon's ability to propel player
- Created basic enemy AI with patrol points and chase behavior
- Created custom Gizmos and Handles to assist with level design
- Programmed and designed responsive in-game user interface
- HTML5/Web export for easy distribution and playtesting of game

**Legend of Zelda: Wind Waker Recreation, Lead Programmer —** *Asset Production final project, (10/2025 – 12/2025)*

- Unreal Engine based, using Blueprints, to showcase teammates' modeling and texturing abilities.
- Managed git repository, enforcing branch access, code review, and conflict resolution within Unreal Engine
- Created player controls and locomotion, weapon behavior and use animation, heads-up-display and inventory menu
- Offer programming advice and strategies to teammates and peers

**GLHF: Go Language HaxeFlixel, Personal Programmer —** *WIP port of 2D game engine*

- Recreate HaxeFlixel's object oriented patterns comfortably in a procedural language like Go
- Gained in-depth knowledge of how game engines turn transformations and animated sprites into low-level draw calls
- Spotted hidden typos within HaxeFlixel codebase, contributed patches to original project which were merged

### EDUCATION

**B.S. Computer Animation and Game Development —** *CSU Chico, (11/2026)*

**A.S. Computer Information Systems —** *Mission College, (12/2022)*