

Jonathan Ackerman

Game Development Software Engineer

Portfolio: pragmapack.com

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Skills

Languages: C++, C#, C, Python

Tools: Visual Studio, Git, CMake, Perforce, Mercurial, MySQL

Interests: Gameplay, Engine tools, Networking, AI, Databases

Work Experience

Zachtronics — Game Programming Intern (Aug 2019 — Present)

- Designed and built gameplay features both collaboratively and independently
- Integrated art and animations provided by artists
- Built art pipeline debugging tools which facilitated the art integration process as well as improved communication with the artists by providing clear and diverse visualizations
- Created engine features as needed

Projects

Rule Database for Contextual Dialog — Independent Study Project (Aug 2017 — Apr 2018)

- Built a contextual dialog system that uses the current gameplay state to query a database for the most appropriate character dialog. This reduces the time needed to design game content by removing sequencing requirements

Lamb Planet — 3D sailing adventure game (Aug 2017 — Apr 2018)

Gameplay Programmer & Game Director

- Built a branching dialog system that supports sequencing text, animations, and audio. This allowed me to design and manage related game content together
- Built a quest system for creating a robust, linear progression through the game which facilitated the writing and design process for game content

Synesthesia — 3D collection-based exploration game (April 2015 — April 2016)

UI Programmer & Level Designer

- Created a UI framework with a focus on flexibility which facilitated creation and iteration of the game's UI
- Designed and built the game's map, balancing gameplay usefulness and visual uniqueness within the minimalistic art style

Ripple — 2D physics-based poetic experience game (Aug 2014 — Apr 2015)

Gameplay Programmer, UI Programmer, Game Designer

- Wrote gameplay logic in C++ for mechanics
- Built the UI systems for the HUD, splash screens, and menus
- Built an input system in C++ which sent events to gameplay scripts
- Chosen by DigiPen to compete at IGF 2016 and IndieCade 2016

Education

DigiPen Institute of Technology — *Bachelor of Science in Computer Science* (Expected Spring 2020)