

# Jonathan Ackerman

*Programmer and Designer*

*Portfolio:* JonathanAckerman.github.io

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## Projects

### *Gameplay Programmer*

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

- Built a branching dialog system that supports sequencing text, animations, and audio. This made writing scenes a straight-forward process
- Built a quest system with a focus on creating a robust, linear progression through the game

### *UI Programmer*

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

- Created a UI framework with a focus on flexibility which facilitated creation and iteration of UI requirements

### *Gameplay & UI Programmer*

**Ripple** — 2D physics-based game (Aug 2014 – Apr 2015)

- 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

### *Programmer*

**Revolve** — 2D color-matching dexterity game (Jan 2014 – Apr 2014)

- Built the in-game UI and menus with a focus on accounting for all necessary edge cases which allowed the game to display relevant gameplay feedback
- Wrote the math and collision libraries used by game logic

## Work Experience

### *Lead Teacher*

**Digipen's ProjectFUN: Robotics** (Jun 2015 – Jul 2015)

- Taught high schoolers programming in C++ and Arduino by building autonomous bots that drove through an obstacle course

### *Teaching Assistant*

**Introduction to Databases** (Sep 2018 – Dec 2018)

- Graded coursework, hosted office hours and study sessions for students, and assisted students who needed help during lab hours

**Digipen's ProjectFUN: Calculus** (Jul 2015 – Aug 2015)

- Graded coursework and hosted office hours for students seeking help

**Digipen's ProjectFUN: Electrical Engineering** (Jul 2015 – Aug 2015)

- Assisted high schoolers in building circuits on breadboards during lab hours

## Education

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

## Skills

*Languages:* **C++** (5 years), **C** (3 years), **Python** (1 year), **ASM** (1 year)

*Tools:* **Visual Studio** (5 years), **Unity** (3 years), **Git** (3 years), **MySQL** (2 years), **Perforce** (1 year), **SVN** (1 year), **AWS** (6 months)