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, Tools, Engine, Networking, Databases

Work Experience

Zachtronics — Game Programming Intern (Aug 2019 — Jan 2020)
- Built the animation system in C# for an unannounced game
- Integrated art and animations provided by artists
- Created debugging tools for art integration which provided clear and diverse visualizations
- Designed and built gameplay features both collaboratively and independently
- Wrote graphics engine features as needed

Projects

Rule Database for Contextual Dialog — Independent Study (Aug 2018 – Apr 2019)
- Built a contextual dialog system in C++ that uses gameplay state to query for the most appropriate character dialog.

Lamb Planet — 3D sailing adventure game (Aug 2017 – Apr 2018)
Gameplay Programmer & Game Director
- Built a branching dialog system in a custom C++ engine that supports sequencing text, animations, and audio. This allowed me to design and manage related game content cohesively
- Built a quest system for creating a linear game progression 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 in Maya

Ripple — 2D physics-based poetic experience game (Aug 2014 – Apr 2015)
Gameplay Programmer, UI Programmer, & Game Designer
- Implemented gameplay logic in C++
- Built the UI systems for the HUD, splash screens, and menus
- Wrote the input system using SDL 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)