

# Jonathan Ackerman

Game Development Software Engineer

*Portfolio:* [pragmapack.com](http://pragmapack.com)

*Email:* [jonathan@pragmapack.com](mailto:jonathan@pragmapack.com)

*Phone:* (310) 384 - 9989

## Skills

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

*Tools:* Visual Studio, Git, Perforce, Unity

*Interests:* Gameplay, UI, Tools, Engine

## 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
- Created UI for the game *MOLEK-SYNTEZ* and an unannounced game

## 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 2021)