Jonathan Ackerman
Programmer and Designer

Portfolio: JonathanAckerman.github.io
Email: Jonathan.Ackerman@digipen.edu
Phone: (310) 384–9989

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 game* (Aug 2014 – Apr 2015)
- Wrote gameplay logic in C++ for many 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

UI 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

Pre-College 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

Intro 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

Pre-College Calculus (Jul 2015 – Aug 2015)
- Graded coursework and hosted office hours for students seeking help

Pre-College 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* (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)