

Jonathan Ackerman

Game Development Software Engineer

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Skills

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

Tools: Visual Studio, Git, Custom Engines, Perforce, Unity

Interests: Gameplay, Tools, Engine

Games: *MOLEK-SYNTEZ*, *Mobius Front '83*, *Homestead* (In Development)

Experience

Game Programmer, Coincidence (Aug 2022 – Present)

- Implemented all the higher-level gameplay mechanics such as the player and camera controllers, and collision handling and resolution
- Engineered all the lower-level content systems such as the rendering pipeline, dialog system, and event system
- Created shaders to implement various visual effects such as displacement maps and blend modes
- Developed an in-game editor used to build levels and their collision data, as well as events and triggers
- Wrote tools for the art and narrative pipelines to facilitate content integration
- Built a standard particle system with particle property variance and decay to create visual effects
- Implemented a 2D sound localization system in the engine to modulate volume to each ear based on player position relative to a sound source
- Wrote and maintained a technical document to allow team members to familiarize themselves with technical implementation details and act as reference tool for content integration

Game Programming Intern, Zachtronics (Aug 2019 – Jan 2020)

- Built a modular animation system for character units in *Mobius Front '83*
- Created in-engine debugging tools for art integration which provided clear and diverse visualizations
- Integrated art and animations provided by the artists
- Designed and built gameplay features both collaboratively and independently such as fog of war, pathfinding, and adding new unit types
- Designed and implemented UI for *MOLEK-SYNTEZ* and *Mobius Front '83*

Education

DigiPen Institute of Technology – Bachelor of Science in Computer Science (2021)