

# Jonathan Ackerman

*Programmer and Designer*

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## Projects

### *Gameplay Programmer & Game Director*

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

- Built a branching dialog system that supported sequencing text, animations, and audio to create a simple writing workflow
- Designed and developed a quest system that allowed NPCs to know their dialog context by looking at the active quest and its state
- Coordinated the art, design, and sound teams to ensure consistent vision and clear expectations for all game content

### *UI & Gameplay Programmer*

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

- Created a UI framework which facilitated creation and iteration of UI
- Prototyped game mechanics in Digipen's Zero Engine during pre-production to discover feasibility and scope of each mechanic

### *Gameplay Programmer*

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

- Built game mechanics in C++
- Built an input system to convert OS input to gameplay events which simplified game logic
- Wrote the UI systems for the HUD, splash screens, and menus
- Chosen by DigiPen to compete at IGF 2016 and IndieCade 2016

### *Programmer*

#### **Revolve** — 2D dexterity-based arcade game (Jan 2014 – Apr 2014)

- Built the in-game UI and menus to display game state
- Wrote the math and collision libraries used by game logic

## Work Experience

### *Teaching Assistant*

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

- Graded coursework, held office hours and study sessions, and assisted students 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 and supervised high schoolers building simple circuits on breadboards during lab hours

### *Lead Teacher*

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

- Taught high schoolers programming in C++ and Arduino through an autonomous driving bot project

## 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)