

Jonathan Ackerman

Game Development Software Engineer

Portfolio: pragmapack.com

Email: jonathan@pragmapack.com

Phone: (310) 384 - 9989

Skills

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

Tools: Visual Studio, Git, Perforce, Unity

Interests: Gameplay, Engine, Tools, UI

Professional Experience

Zachtronics — Game Programming Internship (Aug 2019 — Jan 2020)

- Built the animation system in C# for *Mobius Front '83*
- 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 *MOLEK-SYNTEZ* and *Mobius Front '83*

Student Projects

Rule Database for Contextual Dialog — Independent Study (Aug 2018 – Apr 2019)

- Researched the dynamic dialog system used in many Valve games
- Built a contextual dialog system in C++ that uses gameplay state to query a database for the most appropriate character dialog

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

- Built a branching dialog system in a custom C++ engine that supports sequencing text, animations, and audio. This enabled the team to design and manage related game content cohesively
- Wrote a quest system which structured game progression and managed dialogs. This helped coordinate the writing process for game content amongst the team

Synesthesia — 3D collection-based exploration game (April 2015 – April 2016)

- Created a UI framework in C++ with a focus on flexibility which facilitated creation and iteration of the game's UI
- Prototyped game mechanics in Unity during pre-production
- Designed and built the game's map in Maya

Ripple — 2D physics-based poetic experience game (Aug 2014 – Apr 2015)

- Implemented the gameplay logic in C++
- Built the UI systems for the HUD, splash screens, and menus
- Chosen by DigiPen to compete at IGF 2016 and IndieCade 2016

Education

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