

Jack Vento

Software engineer

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Experience

Electronic Arts - Battlefield (iOS/Android)

Gameplay Engineer- AI

Mar 2022 - Present

- Converted bots to my own utility AI framework from an outdated behavior tree.
- Overhauled equipment management systems to use a state machine supported by my utility systems, resulting in $\frac{1}{4}$ the bugs and 2x runtime performance.
- Shipped a wealth of behaviors to support 6 unique game modes that increased retention by 15%.
- Produced a host of editor tools that automatically scrape and configure AI levels for designers.
- Contributed to debug tools, including an automated suite of client bot CI tests.
- Inherited all my previous systems after taking a short break to finish school.

Gameplay Engineer - AI (Part-Time)

Sep 2021 - Dec 2021

- Created an aim randomization system that interfaces with my previous difficulty level system.
- Refactored aiming models to support different target types (humans, tanks, helicopters, etc).
- Continued my previous intern work, including level of difficulty, perception, and editor tools.

Gameplay Engineer Intern- AI

Jun 2021 - Sep 2021

- Designed, engineered, and shipped an AI level of difficulty system that scales perception, behaviors, and overall skill according to designer-exposed curves.
- Engineered a perception framework with a 10x performance increase over UE4's implementation.
- Interacted with a number of other gameplay systems, including but not limited to movement, weapons, spawning, and UI.

Skills

Programming Languages

- C++
- C
- Python
- Unreal Blueprint Scripting

Tools & Applications

- Unreal Engine 4 & 5
- Perforce
- Git/Gitlab
- Jira & Confluence

Education

Bachelor's Computer Science, University of California: Santa Cruz

Mar 2022

Dean's List, 3.95 GPA