Jack Vento

Gameplay & AI Engineer

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SKILLS

- C/C++
- Python
- Gameplay
- Artificial Intelligence
- UI Engineering
- Game Engines/Tooling
- Data Structures
- Algorithms
- Computer Networking
- Computer Architecture
- Vector Math

TOOLS

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

LINKS

GITHUB: //Jventoo
LINKEDIN: //jack-vento

OBJECTIVE

Passionate game programmer with experience in AI & gameplay engineering seeking to create unforgettable gaming experiences efficiently and on time.

EXPERIENCE

EA INDUSTRIAL TOYS – TEAM BATTLEFIELD

Gameplay Engineer Sep 2021 - Dec 2021

- Created an aim randomization system that interfaces with my previous difficulty scaling work.
- Refactored existing aim models to support different target types (ex: helicopter, tank, atv).
- Continued intern work on the level of difficulty and perception systems.

Gameplay Engineer Intern 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 proprietary perception framework.

EDUCATION

UNIVERSITY OF CALIFORNIA: SANTA CRUZ

Bachelor's Computer Science (3.94 GPA) Jun 2020 - Mar 2022

ORANGE COAST COLLEGE

Associate's Computer Science (3.67 GPA) Aug 2018 - Jun 2020

PROJECTS

GOAP PLUGIN

Unreal Engine 5 | C++ Jan 2022

- Developing a Goal Oriented Action Planning plugin for UE5 AI based on Dave Mark's IAUS from GDC 2013.

HAYWIRE

Unreal Engine 4 | C++ Jun 2020

- Pitched, engineered, and co-designed an atmospheric horror game over the course of 72 hours for the 2020 MoonJam.

TRAILBLAZER CRISIS

Unreal Engine 4 | C++ May 2020 – Dec 2020

- Solely orchestrated the development of an unshipped Sci-Fi adventure game with an emphasis on environmental storytelling, intelligent AI, and narrative implications stemming from passive player choice.

SECOND SIGHT

Unreal Engine 4 | C++ Nov 2019 – Dec 2019

- Built adventure game prototype primarily featuring an adaptive, quickly extendable, and highly customizable data-driven inventory system.