Jack Vento

Game Programmer and Designer

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SKILLS

C++ • C • Python • Unreal Engine • Git • Calculus

COURSEWORK

- C++ Series
- Data Structures in C++
- Embedded Systems in C
- Operating Systems in C
- Software Engineering Series
- Computer Networking
- Computer Architecture
- Web Applications
- Java Programming
- Discrete Structures
- Physics 1, 2, 3
- Calculus 1, 2, 3
- Differential Equations
- Linear Algebra

OTHER EXP

BJ'S BREWHOUSE
SERVER ASSISTANT
October 2018 – October 2019

TILLY'S
SALES ASSOCIATE
May 2018 – November 2018

LINKS

Github: //Jventoo
LinkedIn: //jack-vento

OBJECTIVE

Student game programmer seeking to create unforgettable gaming experiences efficiently and on time as an intern/junior team member.

EDUCATION

UC: SANTA CRUZ | B.A. COMPUTER SCIENCE + B.S. TECHNOLOGY AND INFORMATION MANAGEMENT
June 2020 – Present | Santa Cruz, CA | 3.90 GPA

- Dean's Honors (Fall 2020 – Spring 2021)

ORANGE COAST COLLEGE | A.S. COMPUTER SCIENCE
August 2018 – May 2020 | Costa Mesa, CA | 3.67 GPA

- C++ Programming Certification (Jun 2020)
- Computer Science Certificate of Achievement (Jun 2020)
- Dean's List (Fall 2018 – Fall 2019), President's List (Spring 2020)

EXPERIENCE

EA INDUSTRIAL TOYS | Gameplay Engineer Intern
June - September 2021

- Working on the gameplay team for the recently announced, unreleased Battlefield Mobile (iOS/Android).

PROJECTS

HAYWIRE | C++, Unreal Engine 4
June 2020

- Pitched, engineered, and co-designed an atmospheric horror game over the course of 72 hours for the 2020 MoonJam.
- Scripted and implemented both the introduction and finale sections which nearly won the jam on the merit of their atmosphere.

TRAILBLAZER CRISIS | C++, Unreal Engine 4
May – December 2020 (Hiatus)

- Solely orchestrating the development of a SciFi adventure game with an emphasis on environmental storytelling and dramatic narrative implications stemming from passive player choice.

SECOND SIGHT | C++, Unreal Engine 4
November - December 2019

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

BEYOND SOL | C++, Unreal Engine 4
July - August 2019

- Created physics-based and hit-scan weapons that perform realistically in a 3D space based on Epic's template.
- Implemented adaptive AI enemies that dynamically respond to player choice using UE4's behavior trees.