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## JEREMY HUMMEL

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### TECHNICAL SKILLS

**Technologies** — Unity, Unreal Engine, WPF, Qt, Windows App Development, Git, Perforce, Figma, Jira, Confluence, .NET, ASP.net, MySQL, Visual Studio, CMake, Premake

**Coding Languages** — C#, C++, C, Python

### EDUCATION

**Western Washington University (WWU)** — *Bachelor's in Computer Science, Minors in UX Design & Psychology*

SEP 2016 – June 2021

### WORK EXPERIENCE

#### **Blizzard Entertainment** — *Tools Engineer*

DEC 2021 – Present

- Shipped **Diablo IV** and ongoing seasonal content by designing and developing robust, intuitive editor tools for Diablo's proprietary engine using **C#, C++, WPF, and Visual Studio**, with **WinDbg, Perforce/Git, and Jira** supporting development workflows.
- Designed, documented, and delivered a specialized content-creation tool that reduced monster death-creation workflows from **two weeks to under one day**, significantly increasing team throughput.
- Designed and implemented the **UI/UX and mid-level API** for a large-scale **data inheritance system**, enabling efficient authoring and modification of massive data sets; built using **test-driven development**.
- Led the design and implementation of the **visual scripting editor** (similar to Unreal's Blueprints), providing designers with powerful self-service capabilities and reducing engineering dependency.
- Served as the **Level Art/Level Design tools point-of-contact**, collaborating directly with artists and designers, scoping new tooling requests, and driving workflow improvements and long-term pipeline health

#### **Steamroller Studios** — *Art Tools Engineer Contract*

JUL 2021 – DEC 2021

- Built animation and art-pipeline tools in **Python** and **Qt**, collaborating closely with technical artists, animators, and riggers to streamline production.
- Developed a **Maya quick-save tool** that enabled safe, rapid experimentation and iteration for animators.
- Created a **multi-project launcher** that handled differing configuration and pipeline requirements across multiple active productions.
- Improved overall pipeline reliability through automation of project management and source-control workflows.

#### **USAFacts** — *Backend Developer Contract*

JUN 2020 – DEC 2020

- Contributed across the full development cycle using **Kotlin, Python, PostgreSQL, CosmosDB**, and Azure services.
- Built a **central backend API** for managing and traversing complex hierarchical (tree-like) data structures.
- Authored Python automation scripts to accelerate database-migration workflows and reduce manual overhead during infrastructure changes.