

Christopher Jones

PERSONAL PROJECTS

Health Quest (Mobile) *Unity*

Role: Gameplay, UI, management, database integration

A user progresses in a simple RPG-like game by logging exercises in the app. This project was a top 3 winner of the annual Innovation Exploration Competition, and the beta version of the game is available on the Google Play Store

Gym Sim (Mobile) *Unity*

Role: Sole developer and designer

A simulation/ tycoon game where a user earns tokens to build a gym by logging steps throughout the day

Resistance Arena (VR) *Unity*

Role: Sole developer and designer

A player is placed in an arena to fight enemy combatants, and the only way to attack is by performing upper-body exercises with a weighted Oculus controller.

EXPERIENCE

Game Engineer

May 2021 - Present

The Therapeutic Games and Apps Lab

Salt Lake City, Utah

- Developing mobile and VR games to train social workers in the Division of Child and Family Services in Utah and California
- Improving game stability and long-term support with a full server and database migration from Firebase to AWS
- Hosting technical support for users and co-hosting large playtests to ensure optimal user experience and gameplay

Web Developer

February 2022 - Present

University of Utah Department of Pediatrics

Salt Lake City, Utah

- Managing the codebase of the E-Asthma Tracker, a website that gamifies tracking asthma symptoms for children
- Redesigning the UI and UX of the mobile website to significantly improve quality of the website
- Resolving outstanding technical issues and actively testing to find new areas of improvement

Full Stack Software Developer

May 2019 - May 2021

C.R. England

West Valley, Utah

- Fixed critical front-end and back-end bugs and errors in several programming languages
- Created new systems by designing, analyzing, and implementing code architecture and procedures
- Presented code progress and deliverables to entire IT department during bi-weekly developer review sessions

EDUCATION

M.S. in Entertainment Arts and Engineering | Game Engineering Track

Graduating May 2024

University of Utah

Salt Lake City, UT

B.S. in Computer Science

Graduated May 2022

University of Utah

Salt Lake City, UT

B.S. in Business Administration | Business Scholars Certificate

Graduated May 2022

University of Utah

Salt Lake City, UT

SKILLS

Languages and Programs

- C#
- Unity
- SQL
- C / C++
- Unreal Engine

Technical Knowledge

- Game development
- Game design
- Database best practices
- 3D math and linear algebra