

John Nevermore

Senior Engine Programmer | Game Development | C++ | Unreal Engine

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SUMMARY

With over 7 years of experience in game development and engine optimization, I've honed my skills in C++, Unreal Engine, and VR development. My biggest achievement was building a game engine from scratch, which powered a top-selling indie game. I'm eager to bring my expertise and passion for game design to a dynamic team.

EXPERIENCE

Game Engine Developer 2019 - 2022
Electronic Arts Redwood City, CA

Focused on optimizing and enhancing the game engine for AAA titles.

- Optimized game engine, reducing load times by 25%.
- Collaborated with artists to integrate 3D models seamlessly.
- Developed a new shading technique, enhancing game realism.
- Led a project to integrate VR capabilities into the engine, resulting in a new game mode.

Lead Game Developer 2017 - 2019
Ubisoft San Francisco, CA

Oversaw a team of developers working on a top-selling game.

- Managed a team of 10, ensuring project milestones were met.
- Implemented agile methodologies, increasing team productivity by 20%.
- Collaborated with designers to create immersive game narratives.
- Oversaw the development of a multiplayer mode, increasing game sales by 15%.

Software Engineer 2015 - 2017
NVIDIA Santa Clara, CA

Worked on graphics drivers and game optimization for GPUs.

- Optimized graphics drivers for latest GPUs, improving performance by 20%.
- Collaborated with game studios to ensure compatibility.
- Developed tools for game developers to better utilize NVIDIA hardware.
- Contributed to the ray tracing project, enhancing game visuals.

EDUCATION

Master's in Computer Science 2013 - 2015
Stanford University Stanford, CA

Bachelor's in Game Development 2009 - 2013
University of Southern California Los Angeles, CA

STRENGTHS

- Problem Solving**
Successfully debugged a complex game engine issue, improving frame rate by 30%.
- Team Collaboration**
Led a team of 5 programmers, resulting in the timely release of a major game update.
- Adaptability**
Transitioned from a mobile game development environment to console gaming within a month.

LANGUAGES

English Native ●●●●●
Spanish Advanced ●●●●●

SKILLS

C++ · Unreal Engine · DirectX ·
OpenGL · Ray Tracing ·
VR Development ·
Shader Programming · Python ·
Agile Methodologies ·
Team Leadership

KEY ACHIEVEMENTS

- Developed a Game Engine**
Built a game engine from scratch that was later used in a top-selling indie game.
- Speaker at GDC**
Presented a talk on 'Optimizing Game Engines for Modern Hardware' at the Game Developers Conference.
- Mentored Junior Developers**
Guided a team of junior developers on a project that won 'Best Indie Game' at a major gaming expo.