Jason Traeder

Programmer, Game-Developer

jasont@papabrickolini.dev - @PapaBeefolini

I'm a 26 year old programmer & game developer with over a decade of experience in the industry.

With a broad skill set in game development, I have experience programming, networking, 3D modeling, texturing, animating, implementing UI, VR development & more.

Programming Languages

C#, C++, GDScript, JavaScript, Python, Lua, TypeScript, GML.

I'm versatile, and can learn other programming languages quickly.

Technologies

Unity, Unreal Engine 4+5, Godot, GameMaker, S&box, Source 1+2, Various VCS, Blender, Photoshop, GIMP, Inkscape, Audacity, FL Studio & more.

Experience

The Mirror Megaverse Inc - *Senior Software Engineer*

April 2022 - April 2024

- Took the lead of adding virtual reality support, interactable items, weapons & world building systems.
- Managed & coordinated with a sub-team of engineers to implement various features & systems.
- Created & implemented player character animation sets & actions.
- Authored and implemented UI/UX for The Mirror.

Indie Game Developer

2014 - PRESENT

- Worked on a diverse array of projects, spanning various platforms, genres, and art styles, which has allowed me to continuously broaden my expertise and capabilities.