

Elijah Jackson

Gameplay Programmer

Deltona, FL, 32725

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PROFESSIONAL SUMMARY

Gameplay programmer focused on building engaging, player-facing systems to bring a positive gaming experience to players of all backgrounds. Dedicated to making projects through clear and constructive team communication. Effective at organizing projects through goal oriented and sprint-based development.

SKILLS

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|-------------------------------|-------------------|--------------------------------------|
| ▪ C++, C#, Java, SQL | ▪ Problem Solving | ▪ Visual Studio |
| ▪ Debugging | ▪ Data Structures | ▪ Polymorphic Programming |
| ▪ Object-Oriented Programming | ▪ Team Experience | ▪ Agile Development and Scrum |
| ▪ Data Organization | ▪ Jira and Trello | ▪ Version Control (Git and Perforce) |

PROJECT LIST

Mechanical Meltdown | Lead Game Developer

Quantex Games – Full Sail University

April 2025 - Present

Mechanical Meltdown is a wave-based zombie survival third-person shooter game built in Unreal Engine 5.4.4 with 10 team members.

- Engineered a combat system containing 2 different abilities and 3 different weapons with support for both melee and ranged weapons.
- Implemented networked multiplayer features for 4-player multiplayer using the Unreal Engine Replication system.
- Designed a skill tree including 8 nodes along with a per-weapon upgrade system.

Astreya | Lead Game Developer

Quantex Games – Full Sail University

October 2024 - Present

Astreya is an endless top-down shooter game developed in C++ modeled after arcade games such as *Asteroids* and *Galaga* with 5 team members.

- Established core gameplay loop through creation of player movement, combat, gaining/spending score, and spawning of 4 different enemies to fight.
- Integrated and improved an existing API, allowing players to save scores across a global top 10 list, thus giving a proper goal for player engagement.
- Coded and balanced an upgrade system consisting of 8 different upgrades using a diminishing returns algorithm to ensure gameplay balance.

Take A Chance | Co-Lead Game Developer

Quantex Games – Full Sail University

February 2024 - March 2024

Take A Chance is a rogue-like first-person shooter game made in Unity with a team of 2 total members.

- Programmed a combat system allowing players to switch between 2 different weapons with support for future weapon creation.
- Built an item system containing 11 different items for gaining abilities and increasing player stats.
- Created game states for gameplay and menus, allowing for saving player data between 2 different levels.

EDUCATION

Bachelor of Science in Game Development (B.S.)

July 2025

Full Sail University, Winter Park FL

GPA: 4.00

- Studied programming concepts related to video game creation including object-oriented programming, memory management, debugging, and performance optimization.

Associate of Arts in General Studies (A.A.)

May 2022

Daytona State College, Daytona Beach, FL

- Studied math concepts crucial to game programming including Calculus, Trigonometry, and Algebra.

EXPERIENCE

Data Clerk

August 2023 - December 2024

G. Charles Wohlst PLC- Orlando, FL

- Organized and maintained legal documents and information.
- Established communication with customers via email and phone.

Data Clerk

February 2024 - July 2024

Robert C. Wilkins, Jr., PL- Orlando, FL

- Prepared lists of validated demographics, through gathering and verifying existing data, ensuring proper client communication.
- Initiated data preservation for client and firm information in preparation for firm closure.

Delivery Driver

December 2021 - December 2022

Nonna Maria's Pizzeria- Debary, FL