

# Elijah Jackson

## Gameplay Programmer

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## PROFESSIONAL SUMMARY

Gameplay programmer focused on creating 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

- C++, C#, Java, SQL
- Debugging
- Object-Oriented Programming
- Project Management Methods, Daily-Standup, Code Review
- Data Organization
- Problem Solving
- Data Structures
- Team Experience
- Jira and Trello
- Visual Studio
- Polymorphic Programming
- Agile Development and Scrum
- Version Control (Git and Perforce)

## PROJECT LIST

### Project: Meltdown

April 2025 - Present

Quantex Games— Full Sail University

Producer | Lead Game Programmer

- Led team of 9 to develop, design, and test game features in Unreal Engine 5.4.
- Oversaw creation of a combat system including 2 different abilities and 3 different weapons with support for both melee and ranged weapons for a third-person shooter.
- Facilitated sprint retrospectives during a 3-month period of development to ensure the integrity of project builds and proper workflow.

### Astreya

October 2024 - Present

Quantex Games— Full Sail University

Producer | Lead Game Programmer

- Designed gameplay loop in C++ allowing players to fight endless enemies to build a high score.
- Integrated an existing high score API, allowing players to save high scores online as well as see a top 10 list of global high scores.
- Created and balanced an upgrade system including 8 different upgrades using a diminishing returns algorithm to ensure gameplay balance.
- Organized Jira board for effective sprint planning and overall project goals.

### Take A Chance

February 2024 - March 2024

Quantex Games— Full Sail University

Co-Lead Game Programmer

- Established a full gameplay loop with a team of 2 developers.
- Gained an understanding of basic game creation pipeline from initial pitch to gold milestone submission.
- Programmed a basic first-person shooter combat system, allowing the player to hold and utilize multiple weapons for combat.

## EDUCATION

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

July 2025

Full Sail University, Winter Park FL

- Studied core programming concepts, tools, data structures, object-oriented programming, and memory management through coursework.

### 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 Wohlust PLC- Orlando, FL

### Data Clerk

February 2024 - July 2024

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

### Delivery Driver

December 2021 - December 2022

Nonna Maria's Pizzeria- Debary, FL