Jacob Ringer

Gameplay Engineer

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Portfolio: https://ringerj97.wixsite.com/website

Experience

One Dawn Studios – Unity Programmer

April 2020 – Present
- Collaborated with Lead programmer to complete tasks and implement various systems and UI functionality.
- Worked on a Hybrid ECS solution in tandem with a Unity environment to produce highly optimized code.
- Worked with Designers to create gameplay systems.
- Collaborated on a PlasticSCM repository containing the Unity project.

Drillbit Studios – Game Programmer

March 2019 – May 2020
- Developed optimized code that allowed team members to create in-game objectives using specified parameters
- Collaborated with designers to design the objective system, and monetization system.
- Scripted level and menu functionality, including menu transitions, camera movements, menu animations, and UI.
- Performed bug-fixing throughout the process of development.

Technical Skills

- C#, C++, Java, JavaScript, Python
- Git & Version Control
- Unity, UnityECS, Construct, Godot, Twine
- Adobe Illustrator, Photoshop, and Audition

Education

Indiana University 2016 - 2020
- BS - Game Design

Portage High School 2013-2016
- Technical Honors Diploma with CAD Vocational Certificate