

Jennie Gritton

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Shipped Titles

All titles include Singleplayer and Multiplayer modes

Battlefield Hardline - PC/Xbox One/PS4/360/PS3	NCAA Football 09 - Xbox 360/PS3
Dead Space 3 - PC/Xbox 360/PS3	Madden NFL 08 - Xbox 360/PS3
Madden NFL 12 - Xbox 360/PS3	NCAA Football 08 - Xbox 360/PS3
Madden NFL 11 - Xbox 360/PS3	EA MMA - Xbox 360/PS3 - support
Madden NFL 10 - Xbox 360/PS3	NFL Tour - Xbox 360/PS3 - support
Madden NFL 09 - Xbox 360/PS3	NCAA Football 11 - Xbox 360/PS3 - support

Career Progression

Certain Affinity - Redwood Shores, CA

08/2017 - Present

Senior Software Engineer - Generalist

- Owner of the game-side 'cloud' functionality including authoring of the code and blueprint systems in Unreal
- Created a data driven metagame system which included full serialization of designer data for persistent storage
- Implemented a follow camera system in a pvp title

Electronic Arts - Visceral, Redwood Shores, CA

10/2011 - 08/2017

Lead Cinematics Engineer / Software Engineer - Gameplay/Cinematics/Generalist

- Authored a networked extension for Frostbite in use by multiple teams across the world
- Collaborated with Frostbite engine teams on tech for cloth, animation, cinematics and various other systems
- Technical ownership of the cinematics for Battlefield Hardline, Dead Space 3 and Star Wars (cancelled)
- Supported/created content creator workflows, created tools and automation to improve productivity
- Developed gameplay features including:
 - Prop/weapon attachment, various NPC behaviors and paired animations for Star Wars
 - Gadgets such as the ballistic shield and laser trip mine for Battlefield Hardline
 - In-game puzzles, NPC behaviors and a end-level 'boss' for Dead Space 3
- Created the large 'gun bench' DLC feature in Battlefield, giving players the ability to customize their weapons
- Authored Dead Space 3 features to handle peer to peer co-op play with server migration

Electronic Arts - Tiburon, Orlando, FL

1/2007 - 10/2011

Software Engineer - Gameplay/Presentation/Generalist

- Memory owner for Madden NFL 10-12
- Authored the cinematics system used by all football titles in the EA Ignite engine
- Presented studio wide technical post-mortem on the new IGC system following Madden NFL 10
- Implemented referee system in Madden NFL, including state machines, avoidance and collision detection
- Authored a VFX system to drive VFX via tagging in the animation system
- Received the studio's 'Rookie of the Year' award in December 2007

Coptix, Inc - Chattanooga, TN

9/2001 - 1/2007

Web Developer

Education

Master of Science - University of Central Florida

- Lead Programmer on Opera Slinger, an IGC Student Showcase winner at GDC 2007

Bachelor of Science in Computer Science - University of Tennessee, Chattanooga