

# BLAINE (JACK) MYERS

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## PROFESSIONAL WORK EXPERIENCE

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### **Gearbox Software (March 2015 – current)**

*Game Programming*

**Software Engineer, UI.** Responsible for implementing UI features on several game projects.

- Game programmer for shipped titles **Battleborn** working in C++ for Xbox One, PS4, and Windows.
- Implemented inventory, various customization screens, and other features.
- Implemented notification system, health, shield, and other overlays.
- Maintained menu and overlay core systems.

### **2K Sports (Take-Two Interactive) (October 2011 – March 2015)**

*Software Engineer, Game Programming*

**Features Team Engineer.** Responsible for implementing game mode features for the NBA 2K series of video games.

- Game programmer for shipped titles **NBA 2K13-15**, and **MLB 2K12** working in C++ for Xbox One, PS4, Windows, Xbox 360, and PS3.
- Implemented character progression, character customization, team training, and other franchise management features related to the simulation of an NBA season.
- Improved system for serializing game save data, including implementing cloud-save.

## EDUCATION

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### **Utah State University (Graduated May 2011)**

Bachelor of Science in Mathematics and Computer Science

**Emphasis:** Computational Mathematics · **Honors:** Summa cum laude

## HOBBY PROJECTS

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### **E.X.P.L.O.R.: A New World and Emergence Game Engine (C++)**

- Emergence is a Game engine and editor.
- EXPLOR is a late 80s early 90s era turn-based dungeon crawler RPG game with modern features such as actual 3D. Features combat, inventory, dialog trees, quests, vendor NPCs, party progression, and more.

### **More Information**

- Various open source projects at <https://github.com/beemfx>.
- Additional information available at <http://www.blainemyers.com>.