Jack Yang

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Professional Experience

Unity Developer, *ARealm*
FoundrySix, Los Angeles, CA (Remote)
September 2021–Present

- Implemented gameplay systems for ARealm, a fantasy AR MMORPG, in the Unity engine.
- Translated high-level enemy behavior and attack designs into efficient and scalable C# code
- Developed various RPG features, including: 3D level generation, PVE combat, class-based skills
- Contributed to multiplayer networking code in ARealm and other multiplayer AR experiences
- Implemented player feedback and new content throughout ARealm's Alpha release

Gameplay Programmer, *Project Cascade*
Salix Augeat, Nashville, TN (Remote)
January 2023–Present

- Implemented gameplay systems on Project Cascade, a futuristic CRPG, in the Unity engine
- Collaborated with designers and artists in an Agile environment, producing efficient C# code.
- Created a programming pipeline and helped establish company programming practices.
- Contributed to game design on features, including: quest tracking, combat mechanics, roleplay systems

Code Projects

Graphics (C++, OpenGL)

- **Monte Carlo Path Tracer**: Robust from-scratch C++ ray tracer. Study in indirect lighting, rendering, GGX.
- **Animation Engine:** Programmer on a C++ character animation engine project. Study in rigging, keyframes, IK.

Web Development (HTML, CSS, JS)

- **Personal Website** - Designed and programmed a webpage to host my portfolio of game and code projects.
- **UCSD ACM Membership Portal Redesign** - Designed a bold web identity for UCSD ACM's online presence
- **Focus Time** - Designed and programmed a webapp to help UCSD students stay focused and motivated.

Games (C#, Unity3D)

- **Subway Samurai**: Game programmed in Unity (C#). "Best Overall" submission, UCSD VGDC's Spring Jam.
- **Once Upon A Time On Mars**: Game programmed in Unity (C#). For 2022 CA Inter-Collegiate Game Jam.
- **Charioteer!**: Programmer on an office chair racing game. Made in a custom Rust game engine.

Education

University of California, San Diego
Oct 2018 - Jun 2022
Earned Bachelor of Science in Computer Science (GPA: 3.65). Minor in English Literature.

Skills
C++, C#, HTML5, CSS3, JS, JQuery, Java, Python, Git, OpenGL, Unity3D