

# Eliezer Mauskopf

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## PROFESSIONAL EXPERIENCE

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### Lead Developer, Chutzpah Games

October 2022 - April 2024

- Built and released games under my own studio name using Unity and C#, see below
- Led teams of local game developers and artists to create original games using agile framework

### Software Engineer, BluePathLabs

June 2020 - January 2022

- Built key visualization tools to help users synthesize and process information returned from high volume search queries.
- Worked on internal APIs on top of microservice architecture leveraging Node, PostgreSQL and Elasticsearch to power search and filtering functionality.

### Software Engineering Intern, TCGplayer

Summer 2019

- Part of the Marketplace team, primarily focused on fullstack engineering (using Vue, .NET API, Microsoft SQL server + entity framework backend), including fixing critical search function bugs, improving web performance, and writing unit tests.
- Programmed and launched an internal employee catalog, making it easier for employees to meet and collaborate with each other; actively used by 200+ employees.

## PROJECTS

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### Sewer Sewer, Developer

October 2023 - December 2023

Lead Developer for 2D local multiplayer game in which players must work together to complete tasks while avoiding obstacles. Implemented local co-op, spawning system, mouse + keyboard controls, dynamic obstacle spawning system.

### Revenant, Developer

November 2023 - Present

Implemented melee combat for top down 2D action game, responsible for player movement, attacks, dash attack, and cooldowns. Used blend trees and unity events to create an omni-directional movement system. Leveraged polymorphism to create enemies with varied behavior and attacks.

### Chidogo, Developer

February 2022 - Present

Built and designed skating game where players traverse levels and perform tricks to achieve high scores. Implemented grind system using splines, physics based skating system, dynamic camera controller and analog stick-based trick system.

## EDUCATION

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### Bucknell University

Graduated May 2020

Bachelor of Science, Computer Science

## SKILLS

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C#, Javascript, C, Linux, Python, PostgreSQL, Express, .NET, React, Unity, Vue, Github, Jest