

# Ian Gerrits

Software Engineer/  
Game Developer

## Education

B.S. - Computer Science/EAE  
University of Utah  
2023

## Skills

Cache Efficiency  
Data Structures  
Network Programming  
Gameplay Programming  
Computer Graphics  
UI/UX Design and Testing  
Linear Algebra  
Calculus  
Leadership  
Teamwork  
Agile/Waterfall Development

## Software Experience

Unreal Engine 4/5  
Unity Engine  
Maya  
Gamemaker Studio 2  
Github  
Perforce  
Visual Studio  
Eclipse  
Adobe Suite (Premiere,  
Photoshop)

## Programming Languages

C (1 year)  
C# (2 years)  
C++ (1 year)  
GoLang (4 weeks)  
Java (2 years)  
JavaScript (4 months)  
Python (4 months)  
SQL (4 weeks)  
HTML/CSS (2 weeks)

## Games

### *Wretched Depths*

Gameplay Engineer - Unity Engine

August 2022 – April 2023

- Winner of the GDWC 2023 Summer Season Hobby Award.
- Enjoyed by over 2000 unique players, gaining a “Very Positive” rating on Steam.
- Developed by a team of 24 students, Wretched Depths is a horror themed fishing game with a dark ambiance depicted through PSX style graphics.
- Programmed in C# to help locate and resolve bugs within some of the UI mechanics, creating a better user experience, as well as developed scripted events using our events system to increase player immersion.
- Participated in weekly SCRUM meetings to report progress on assigned tasks designed to keep the team productive and up to date on the project’s current status.

### *Raising Hell*

Gameplay Engineer – Unreal Engine 4

May 2022 – August 2022

- Developed by a team of 7 students, Raising Hell is a 3-D horror experience based on an island where the player must evade a monster to gather clues about the island’s history.
- Developed UI/UX elements including the main and in-game menus to help user control and created a checkpoint system to save player progress.
- Designed in-game VFX including fire used for symbolizing a checkpoint.

### *Khestoria*

Gameplay Engineer/2-D Artist – Gamemaker Studio 2

January 2022 – May 2022

- Developed by a small team of 3 students, Kestoria is a 2-D pixel art farming simulator with the intent of teaching chemistry.
- Designed and built UI/UX elements including the health and stamina system, day/night system, dialogue system, menus and room transitions to help the user understand different aspects of the gameplay.
- Structure files and code using MACROS and folders to keep implementation clean and easy to understand, making for an easier and more efficient work environment for other developers.
- Provide simple 2-D art for enemies including movement, attack, and death sprite sheets while helping to provide clear communication between our artist and other developer.

## Work

University Of Utah

March 2024 to Current

### *Networking Engineer*

- Write and implement scripts to automate network provisioning tasks while participating in the peer review process.
- Configure, manage, and optimize DNS and DHCP services for large-scale networks.
- Troubleshoot network issues, with a proven track record of quickly resolving DNS and DHCP-related problems to minimize user and company downtime.

### *IT Support Technician*

University Of Utah

November 2021 to March 2024

- Diagnose issues for enterprise networking systems while supporting Windows and Mac OS user devices.
- Hands on experience with switches and servers to ensure users have a stable connection.
- Troubleshoot and configure user connections while maintaining enterprise security standards.