Ian Gerrits

igerrits@yahoo.com | LinkedIn | GitHub | portfolio

EDUCATION

University of Utah   Salt Lake City, UT
B.S. in Computer Science with an Emphasis in Entertainment Arts and Engineering   *Aug. 2017 – Dec. 2023*

TECHNICAL SKILLS

Languages: C++, C#, JavaScript, GML, HTML/CSS
Engines: Unreal Engine 4/5 (Blueprints, C++), Unity (C#), Gamemaker Studio 2 (GML)
Tools: Git, Perforce, VS Code, Visual Studio, Trello, Niagara, Aseprite, Maya, Adobe Suite
Game Dev Concepts: Gameplay Programming, UI/UX, Event Systems, Checkpoints, VFX, 2D Art, SCRUM

EXPERIENCE

Network Engineer   March 2024 – Present
University of Utah   *Salt Lake City, UT*

- 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

Networking Operations Center Student   Nov. 2021 – Mar. 2024
University of Utah   *Salt Lake City, UT*

- 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

PROJECTS

Wretched Depths - Gameplay Engineer | *Unity, C#, Git*   Aug. 2022 – Apr. 2023

- **GitHub Repository:** Available here
- Narrative-driven horror fishing game developed by 24 students, awarded "Very Positive" Steam rating and GDWC 2023 Hobby Award.
- Debugged and improved UI interaction code to enhance user experience
- Implemented scripted in-game events using custom event system to enhance player immersion
- Participated in weekly SCRUM meetings for task tracking and team collaboration

Raising Hell - Gameplay Engineer | *UE4, Blueprints, C++, Niagara, Perforce*   May 2022 – Aug. 2022

- **GitHub Repository:** Available here
- Abandoned island exploration game developed by 7 students
- Developed player menus to allow for better user control
- Implemented checkpoints utilizing Unreal's Niagara system symbolized by lighting torches

Khestoria - Gameplay Engineer/2-D Artist | *Gamemaker Studio 2, GML, Git, Aseprite* Jan. 2022 – May 2023

- **GitHub Repository:** Available here
- A cozy farming simulator about learning chemistry developed by 3 students, praised as showing "polish on par with critically successful titles"
- Designed and developed player systems including health and stamina, day/night cycles, branching dialogue systems, etc.
- Acted as a bridge between art and programming, providing 2-d art sprite sheets as needed and managed communication between the two teams