

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

IT Support Technician

University Of Utah

November 2021 to current

- 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.

IS System Support Apprentice I

Intermountain Hospital

October 2020 to October 2021

- Diagnose issues for enterprise IT systems while supporting Windows and Mac OS user devices.
- Utilize resources such as Active Directory, SCCM, Citrix, Airwatch and Microsoft Intune MDM and Bitlocker encryption to assist in troubleshooting.
- Install, configure, and support end-user workstations while maintaining enterprise security standards.