






# Jackson Westbrook

## Gameplay Programmer

### About Me

I am a computer science major at North Carolina State University with a focus on game development. I have a passion for video games and have been playing all kinds of games my entire life. I grew up playing soccer competitively and I now use the skills I learned from being team captain by leading my college Valorant team.

### Information

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### Education

- B.S. Computer Science
- Concentration in Game Development
- North Carolina State University (2021-2025)
- Game Development Club
- GPA: 3.709

### Experience

#### Trainyard Debugger (Katabasis)

08/21/2023 – present

- Working in a group of five with weekly sponsor meetings to develop an educational code block puzzle game in Unity.
- Managing the codebase as the DevOps and lead programmer.

#### Emerald Isle

3/09/2024 – present

- Solo game project using the Godot engine, which has its own scripting language similar to python.
- Long term project that I plan to release on steam in the next couple of years.

#### 2D Game Engine: C++

08/21/2023 – 12/10/2023

- Created a 2D game engine using C++ as a semester long project for a game engines course at NCSU.
- Allows the creation of 2D games using SFML libraries for displaying visuals.
- Includes a time system, event manager, implementation of JavaScript scripts, and multiplayer through Omq.

#### Crimson Cones

01/11/2023 – 12/10/2023

- Created a 3D boss fight in a group of four using Unreal Engine 5.
- Used Unreal Engine 5 blueprints to create mechanics and AI for the boss in the game.

#### Ghost Cafe: VGDC Fall Jam 2022

10/12/2022 – 11/04/2022

- Cooperated with a team to develop a fall themed ghost café game.
- Created the player mechanics, and the game manager.
- Combined parts made by the other developers and I to make the finished working game.

#### Educational Computer Game

Feb 2022 – Apr 2022

- Led a group of four to create a computer game designed to teach 8-year-olds their multiplication tables.
- Worked together to research, design, and develop a game using Game Maker Studio 2.

### Skills

- ❖ Java Programming
- ❖ C++ Programming
- ❖ Unity, Unreal, and Godot Game Engines
- ❖ Git source control and Trello tasks