

# Jasmine Cobb

## GAMEPLAY ENGINEER

JasmineCobb.Dev@gmail.com • [Portfolio Website](#) • [Github](#) • [Linkedin](#)

### Work Experience

#### Mixed Reality Developer, GA Tech AutoRobotics Lab

May. 2024 – Current

- Unity Developer specializing in creating virtual environments using **Microsoft's MRTK (Mixed Reality Toolkit)**
- Developed and implemented sensor-based tutorials (e.g., laser scanners, drones, GPS, IMU, RFID) for a digital construction site simulation
- Implemented interaction systems for **AR, VR, and XR platforms**, targeting devices like the **Microsoft Hololens**
- Optimized application performance and user experience across mixed reality devices

#### Programming Intern, Ghost Gaming

Feb. 2024 – April 2024

- Used **Unreal Editor for Fortnite (UEFN)** to develop an underwater PVP experience for Fortnite Creative
- Learned and applied the **Verse programming language** to build an MVP within one month
  - Programmed the Team Manager Class to monitor player behavior and actions
  - Loadout Logic Class for assigning each player the starting loadout which was voted in
- Worked closely with a team of four to polish visuals, optimize technical setup, and enhance game feel

### Projects

#### Programming Sub Lead | **Best Art Dreamhack ATL 2023, Bonbon** (Turn-Based RPG)

Aug. 2023 – Jan. 2024

- Collaborated on the design and development of a custom skill action system for both enemies and characters
- Engineered the **Turn-Based Enemy AI**, utilizing a proprietary skill class and weights to guide AI decision-making
- Designed and drove the implementation of a scalable **Event Sequencer** system for dialogue in combat by checking for events from the **Battle State Machine**. Dialogue logic was implemented using Yarn Spinner

#### Game AI Lead | **Altarune** (Rouge-like Tower Offense)

Aug. 2024 – Current

- **Lead a team of 20+ programmers** of varying experience levels, managing task distribution and ensuring smooth workflow through clear delegation and guidance
- Conduct code reviews and provide debugging support, reviewing GitHub pull requests to maintain code quality, assist team members, and resolve complex programming issues
- Document team progress and individual contributions, ensuring transparency and alignment with project goals
- Utilize **Taiga** for task tracking, maintaining an organized workflow and ensuring timely completion of milestones

#### Developer + Designer | **Best Mechanics GSU Global Game Jam, Overboard** (Fishing Sim.)

Jan. 2024

- Programmed a fishing minigame, including fish spawning, movement mechanics, and interaction systems
- Contributed to game design as one of the main designers, conceptualizing and refining the core idea
- Developed early-stage boat rotation mechanics, aiming to simulate tipping based on entity weight, showcasing a focus on **dynamic environmental interactions**

### Education

Georgia Institute of Technology | BS Computational Media

May 2026 (Expected)

### Skills

- Unity (C#) | **6 years' experience** | **20+ projects**
- Visual Studio | **6 years' experience** | **30+ projects**
- Github | **3 years' experience** | **30+ projects**
- Java | **3 years' experience** | **15+ projects**
- Unreal | **~1 year experience** | **3 projects**
- VERSE | **< year experience** | **1 project**

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\*\* many do but no result