

JACQUES NEWMAN

JACQUESNEWMAN42@GMAIL.COM

JACQUESNEWMAN.COM

954-483-4441

SKILLS

Languages

- C++
- C
- HLSL (familiar)
- GLSL (familiar)

Languages cont.

- C#
- Lua
- Java
- Python

Libraries

- Dear ImGui
- LuaBridge
- Lua C API (familiar)
- DirectX 11 (familiar)

Software

- Visual Studio 2012-2015
- Unity3D
- IntelliJ IDEA
- Microsoft Windows 7, 10
- Linux Terminal(comfortable)

Source Control

- Git
- Hg Mercurial
- SVN

STUDENT PROJECTS

Technical Lead, Networking and Systems Engineer

Aug 2015 – Present

Derelect | Mobile Fitness Game made in Unity3D

Team of 4

- Implemented FitBit connectivity using the OAuth2.0 http protocol and the FitBit API
- Created multiple gameplay systems for designers to utilize.

Editor and Engine Developer

May 2015 – May 2016

Chrono-Drive | Sci-Fi FPS made in a Custom 3D Engine

Team of 16

- Architected and implemented custom editor used by all game designers and artists on the team.
- Created behavior tree editor and visualizer which supported live visualization and editing.
- Improved Existing Havok interface, increasing clarity and exposing features such as mesh colliders.
- Implemented Lua integration by utilizing the library, LuaBridge.
- Designed and implemented a C++ thread manager to schedule asset loading and networking threads.
- Parallelized the loading and initialization of all assets.
- Collaborated with artists and designers to prioritize features for the editor in order to streamline the level editing process.

Producer, Engine and Graphics Developer

Aug 2014 – May 2015

Lineage | Arcade Shooter made in a Custom 2D Engine

Team of 7

- Architected and implemented a custom component based engine to allow for modular development.
- Designed and implemented a graphics engine using DirectX 11.
- Implemented a stream-out GPU particle system, increasing possible textured particle count by a factor of 1,000.
- Organized and held weekly meetings for a team of 3 programmers, 2 artists and 2 sound designers.

Gameplay and GUI developer

Aug 2013 – Dec 2013

MEKik | Arcade Shooter made in the Zero-Engine(Proprietary)

Team of 3

- Designed and implemented reusable gameplay components in Python.
- Designed, implemented, and iterated on game mechanics and UI.

WORK EXPERIENCE

Lead Teacher, ProjectFUN, DigiPen Institute of Technology

Jan 2015 – Aug 2015

- Instructed High School classes ranging from 6 to 30 students in a focused exploration of Java and how it is used to develop 2D video games, in both a daily and weekly format.
- Coordinated team of 5 assistants to provide an individualized learning experience.

Teacher Assistant, ProjectFUN, DigiPen Institute of Technology

May 2014 – Aug 2014

- Provided individualized guidance and critique to High School students to enable them to create interesting and Fun games in the Zero Engine for High School Credit.

EDUCATION

BS in Computer Science & Real Time Interactive Simulation

Expected Graduation: April 2017

Minor in Mathematics

DigiPen Institute of Technology