JEFFREY ARAKI

GAMEPLAY PROGRAMMER

Personal Info

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Phone

(805) 403-9907

Skills

Programming Languages

Java, C#, Python, C++, MySQL, Javascript, HTML, Lua

Platforms

Unity, Visual Studio, Eclipse, SFML, OpenGL, Android Studio

Other

Microsoft Word, Excel, PowerPoint, Photoshop, GIMP, Maya, Access

Summary

Gameplay programmer well-versed in visual user interface and user experience design. Critical thinker adept at finding quick and effective solutions to various problems. Experienced in working in groups of 5-10 members. Expertise in Unity and C#.

Experience

Quint — **September 2018-Present**

- Isometric 3D Asynchronously Networked Board Game, written in Unity C#
- Published to the Google Play Store October 2018
- Solo project for learning about databases, networking, Unity Ads and In-App Purchasing
- Modeled my own 3D art assets in Maya, created and modified 2D art assets in GIMP, designed the game rules, as well as programming, testing, and debugging all of the code.

ElecTRIO — **January 2018-August 2018**

- 2D Local 3-Player Cooperative Puzzle Platformer, written in Unity C#
- Winner of the iThrive "Find the Kind" diversifier ($500 prize) as well as Best Design ($25 prize) at Global Game Jam 2018
- Originally created at Global Game Jam 2018, further developed in my Capstone Project Class
- Created a level design system that facilitated the creation of new levels, designed the last four levels as well as the user interface menus and particle effects, programmed core gameplay logic and user interface functionality

Higher Education — **January 2018-June 2018**

- 3D Local Virtual Reality Experience based off the Broadway musical Higher Education by Tim Kashani, written in Unity C#
- Created a dynamic music system that plays different music based on the current state (a spectrum of harmony and chaos), as well as a dynamic particle system that is also based on the current state. Programmed core gameplay and interaction functionality

Blobcano — **September 2017-February 2018**

- 2D Local 2-4-Player Cartoon-style Arena Combat Game, written in Unity C#
- Original game for my Senior Capstone Game Project class, ended up switching to ElecTRIO full-time after the Global Game Jam
- Created an efficient procedural rock spawning system that allowed for precise control over spawning rocks into different bins and recycled the GameObjects using a pool. Designed the user interface menus and screens, the particle effects, and the different game modes. Programmed core gameplay logic and user interface functionality

Pirate's Bounty — **September 2016-June 2017**

- 2D Networked Multiplayer Pirate Battle Royale, written in Unity C#
- Third-year Video Game Development Club (VGDC) Game Project
- Programmed, tested, and debugged networking code. Designed the user interface menus, programmed core gameplay logic and user interface functionality

Zomboat — **January 19, 2018-January 21, 2018**

- 2D Networked Massive Multiplayer Zombie Infection Game, written in Unity C# using HappyFunTimes library for Global Game Jam 2017
- Worked with Craig Morrison, the Design Department Manager for World of Warcraft
- Programmed core gameplay logic, learned how to use the HappyFunTimes library to allow for large-scale multiplayer single-screen networking using smartphones as controllers

Downtown Bazooka — **September 2015-June 2016**

- 3D Local Rocket Jumping Platformer, written in C++ using SFML and OpenGL
- Second-year VGDC Game Project
- Programmed core gameplay logic, designed boss encounter, learned to read through and understand other people's code (a custom physics engine)

Space Gods — **September 2014-June 2015**

- 2D Local 2-4-Player Space Dodgeball Game, written in Unity C#
- First-year VGDC Game Project
- Designed, tested, and implemented the twenty playable gods. Programmed core gameplay logic

Education — Fall 2014-Spring 2018

Bachelor of Computer Game Science, University of California, Irvine

- Member of the Video Game Development Club 2014-2017
- President of the Men's Club Volleyball Team 2016-2017, Member from 2014-2018
- Relevant Coursework: Game Design, Capstone Game Project, Multiplayer Networking, Project in Virtual Reality and Theater, Data Structures, Databases, Model and Worldbuilding, Linear Algebra, Artificial Intelligence, Machine Learning