

# Jayden Lombardi

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[Portfolio](#) | [LinkedIn](#)

## Education

**Bachelor of Science in Video Game Programming Minor in Computer Science**  
Champlain College

**May 2026**

*Burlington, VT*

## Skills

- C#
- C++
- Unity 2022+
- Unreal Engine 4 + 5
- Game Development
- User Interface / User Experience
- Game Programming
- Game Architecture
- Agile Methodologies
- Gameplay Mechanics

## Project Experience

### UI/UX, Mechanics Programmer

*Chyma and the Toll of Time, 26' HC*

**Aug 2025 - Present**

*Burlington, VT*

- Created, implemented, and revised on dynamic sound system, UI/scene switching, and maintained core gameplay mechanics.
- Work began with a team of nine, onboarded six additional members, and wrapped up the program with a 15-person development team. Worked closely alongside two programmers to create an enjoyable puzzle game
- Bug fixed and refined gameplay to match tester feedback.

### Lead/Sole Programmer

**Jan 2024 - Mar 2024**

*Knight Light, Exalted Knight Studios*

*Burlington, VT*

- Implemented complete player movement, combat system, and enemy AI.
- Implemented premade animations, 2D assets, and basic UI for player and enemy.
- Iteratively refined mechanics based on playtesting feedback to improve game feel and difficulty.
- Managed team repository including merge conflicts, version control, and GitBash onboarding.
- Authored and maintained a Technical Plan and Systems List

## Work Experience

### Programming Intern

**May 2024 - June 2024**

*WereWolf Studios*

*Albany, NY*

- Acquired hands-on experience in Unreal Engine 5 building levels in 3d spaces, creating blueprints, working with both player and game states/controllers.
- Worked directly with the CEO, COO, and technical support, gaining experience in remote work, Google Teams, and Slack. Learned the inner workings of an Indie Studio.
- Integrated personal contributions into larger repositories.

### Fitness Center Desk Worker

**Aug 2023 - Present**

*Champlain College*

*Burlington, VT*

- Maintained daily operations at the Champlain College Hub/Information desk. Checking-in patrons, helping with questions, and maintaining a workout space for 200+ student and faculty members.
- Developed communication, problem solving, and multitasking skills through frequent patron interaction.