

Jefferson Jadulco

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Core Technologies

- C++
- C#
- JavaScript
- React.js
- Node.js
- Amazon GameLift
- Microsoft PlayFab

Game Engines

- Unreal Engine 4
- Unity
- Phaser
- PlayCanvas

Others

- Git
- Build Automation
- Unit Testing
- UI/UX Design

Work Experience

Senior Server Engineer — The Studio of Secret 6, Inc.

July 2020 - present

Technical Developer — The Studio of Secret 6, Inc.

Jun 2015 - Jun 2020

Projects

Project Xandata — Unreal Engine

Oct 2018 - present

A skill-based, team-focused, competitive 3v3 first-person shooter.

Integrated online services — friends, party, rich presence, and lobbies using Steamworks.

Maintained and extended data middleware system to communicate client systems with proprietary Web API.

Collaborated on implementing a matchmaking system using Amazon GameLift and Microsoft PlayFab.

Designed UI screens system architecture.

Implemented sound designer-friendly workflow using Wwise.

Confidential: Casual Eating Sim Game — Unity

Apr - Oct 2019

Led a team to develop and ship a game to Google, Apple, and Amazon App Stores.

Architected the game's UI system and character states.

Designed a designer-friendly system using Scriptable Objects.

Integrated Ads and In-app purchases for different app stores.

Confidential: Android Launcher for Kids — Unity

May 2016 - Feb 2018

The game has a 3D explorable world with built-in mini-games, and installable third-party games. The native app has parental controls to limit usages for each app.

Designed system architecture for character dialogs, quests, minimap, and traffic systems.

Maintained and extended UI system.

Links to some of my projects can be found on gamedev.jeffjadulco.com.

Education

Bulacan State University — BS Mathematics Major in Computer Science 2011-2015