

Jeffrey Franklin

Game Programmer

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EDUCATION	Sept 2018 - Dec 2022	Bachelor of Computer Science Specialization in Game Design Laurentian University - <i>Graduated with Honours</i> Dean's Honours List (Every Semester) Laurentian University Merit Scholarship (4 Years)
PROFESSIONAL EXPERIENCE	Feb 2023 - June 2025	<p>Game Programmer Sinn Studio Battlegrounds</p> <ul style="list-style-type: none">• Developed a dynamic game mode system using Unreal Engine's Gameplay Ability System, enabling rotating objectives for competitive multiplayer• Built an item clean up system to optimize game performance• Created a dynamic messaging system using EOS title storage for simple and effective communication to players• Collaborated with designers to implement a grappling race course system including checkpoints, timing and record storing <p>Swordsman MR</p> <ul style="list-style-type: none">• Developed MR gameplay features in Unreal Engine using Meta's MRUK, solving spatial interaction and environment integration challenges• Contributed to the implementation of an in-game hazard system <p>Swordsman VR</p> <ul style="list-style-type: none">• Fulfilled platform certification requirements to expand the game to two new storefronts, including the Meta Quest Store• Worked with the PlayStation 4 and 5 DevKits to assure the continued functionality of Swordsman VR on PlayStation platforms• Made substantial contributions to the Hazards and Training Grounds updates
SKILLS & ABILITIES		<ul style="list-style-type: none">• Programming Languages: Proficient in C++, C# and Java• Game Engines: Experience with Unreal Engine and Unity• Mathematics: Strong applied math skills (linear algebra, vectors, matrices)• Debugging: Skilled in identifying and resolving complex issues• Soft Skills: Effective time management, adaptable to changing development needs
ACTIVITIES		Attended Capital Creative Showcase in Sacramento, CA in 2022 to showcase a team project I created with a friend of mine. I was the lead developer of the project which was a multiplayer party game.