

JUSTIN PALMER

Memphis, Tennessee | <https://jeplmr.com> | justin.eugene.palmer@gmail.com
(Open to relocation and/or remote opportunities)

SKILLS

Unity // Hammer // Blender // Game Design // Level Design // FMOD // C# // Java // Python // Lua // HLSL // HTML // CSS // JavaScript // GIT // SVN // Jira // Trello // Agile // Playtesting // Video Production // Video Editing // Adobe After Effects // Adobe Photoshop // Image Editing // Web Design // Project Management

EXPERIENCE

Creative Director

2020 - Present

Mend ([Official Project Website](#)) ([Oculus Development Blog](#)) (In-production)

Memphis, TN

- Design and implement core mechanics and asymmetric gameplay
- Design and build greybox/blockmesh levels and puzzles
- Perform playtest sessions, review feedback, iterate on levels and gameplay
- Work with artists to refine in-game aesthetic, setting, and overall visuals
- Work with engineer to implement custom editor tools and refactor code as needed
- Engage with community, promote game via social networks (Twitter, Discord, etc)
- Manage project board, ensure timely completion of tasks
- Utilize profiler and frame debugger to identify optimization opportunities (latest efforts have **reduced draw calls by over 50%**)
- Report major development milestones directly to Oculus

Oculus Launch Pad Fellow - Oculus

2019 - 2020

Mend ([Demo Trailer](#)) ([Scholarship Announcement](#))

San Jose, CA

- Attended exclusive VR boot camp hosted by Oculus (100 invitations annually)
- Designed and implemented core mechanics and gameplay systems
- Assembled a project team consisting of four other industry professionals
- Modeled 3D character models per artist's 2D character turn-arounds
- Built demo level from start to finish (blockmesh, scripting, art pass, polish)
- Worked with engineer to implement custom audio and locomotion systems
- Wrote design, pitch, and other supporting documents; Sent directly to Oculus
- Implemented "cinematic" camera to capture high quality, 3rd person VR gameplay
- Recorded and edited game footage for gameplay trailer (linked above)
- Presented live gameplay demo on-site at Oculus HQ

Game Designer - Ludum Dare 41 "Compo" ([Program Site](#))

April 2018

Modern Art Critic Hero ([Project Site](#))

Memphis, TN

- Created silly, puzzle-style microgame **from scratch within 48 hours as a solo dev**
- Project won 4th place in *Humor* category (3,000+ projects submitted)

Game Designer, Team Lead - Global Game Jam 2018 ([Program Site](#))

January 2018

The Witching Hour ([Project Site](#)) ([Gameplay Trailer](#))

Memphis, TN

- Created horror microgame within 48 hours **as a team lead**
- Project featured by various content creators, total video views of 50k+

Level Designer

2016 - 2018

Kung Fu: Shadow Fist ([Project Gameplay](#)) (Prototype)

Memphis, TN

- Created, iterated on greybox levels for VR fighting game prototype
- Scripted gameplay sequences
- Performed art passes on game levels
- Hosted live demos at multiple industry events

Developer - ServiceMaster Spring Hackathon

March 2016

VR Training Prototype (Proprietary information, unable to provide links)

Memphis, TN

- Created prototype training application in 12 hours (Google Cardboard)
- Performed live demo of application directly to C.E.O. and leadership team
- Project won *Best in Category* (Category: Gadgets; 9 other project teams)

Unified Communications Engineer

2020 - Present

Terminix

Memphis, TN

- Assisted with massive remote-work initiative, enabling all call-center-based employees to work from home for the duration of the COVID-19 pandemic
- Managed support ticket backlog, reducing ticket count by over **90% in two weeks** (from ~350 active tickets down to ~20 active tickets)
- Build softphones as needed to continue remote work support

IT Analyst

2012 - 2020

ServiceMaster

Memphis, TN

- Liaised between technical teams and the business
- Wrote python scripts to monitor API platform with AppDynamics APM
- Facilitated critical incident management process

ORGANIZATIONS

Memphis Game Developers (Unity Usergroup)

2015 - Present

- Planned and hosted workshops and hackathons, all freely available to the public
- Secured grant funding from the Tennessee Entertainment Commission
- Worked with local university to utilize space inside the FedEx Institute of Technology
- Provided **a lot of free pizza** for meetup attendees

ACHIEVEMENTS & SPEAKING ENGAGEMENTS

- Design and creative process interview featured on the official Oculus Developer Blog ([Blog Post](#))
- Developer spotlight featured on the official Oculus YouTube Channel ([Video](#))
- Won a highly competitive Oculus Launch Pad Scholarship ([Blog Post](#))
- Mapcore *Retro Ride* challenge winner; low poly car, <500 tris, single 128*128 texture map ([Model](#))
- Won 4th place in *Humor* category at Ludum Dare 41, event received 3,000+ submissions ([Project Page](#))
- Speaker at *Intro to Unity* workshop hosted by the Memphis Game Developers ([Video](#))

EDUCATION

Cook Systems - "Fast Track'D" Java Bootcamp

Nov - Dec 2014

Certificate of Completion

Memphis, TN

- Successfully completed 8-week-long programming bootcamp focused on Java programming language and its associated technologies

University of Memphis

2007 - 2011

Management Information Systems (B.B.A.)

Memphis, TN

- Degree program focused on database design, computer hardware and networking, systems analysis, project management, and business operations