Jesse Sparks

(517)435-9133   madsparkco@gmail.com

Jackson, MI(open to working remote or moving)

Portfolio: https://madspark-studios.github.io/index.html

Skills

- C++ | GLSL | C# | Lua | Python | C | Java | Git
- Game Dev | OpenGL | OOP | Unity | Unreal
- Physics | Linear Algebra | Trigonometry | Matrices

Experience

Spark Game Engine

- Written in C++, currently using OpenGL to render with
- Designed to be scalable and cross platform
- Written by myself using online tutorials and the API documentation

Past Experiences

- I started game development in middle school winning a business expo with a game demo I made in unity and used the money to build my first PC and I have spent the last 5 years learning and tinkering around in Unity

Education

Graduated from Northwest High School in 2021

- Scored a 1350 on PSAT but never took the SAT due to COVID

Currently enrolled at Baker College

- Bachelor of Science for Game Software Development

Links

Spark Game Engine

https://github.com/Madspark-Studios/SparkEngine