Jessie Aniguid

Programmer

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WORK EXPERIENCE

Squish (shipped), Grave Rave Games - *Game Designer and Programmer*

NOV 2020 - PRESENT

- Identified inefficiencies in our testing pipeline and developed Unity editor tools, decreasing testing times from as much as ~80% (from 30 minutes to 5 minutes)
- Created on-screen tools that helped visualize changes on-the-go and enabled us to replicate bugs in seconds rather than minutes
- Collaborated with art team and used their feedback to further improve effectiveness of the tools
- Refactored and optimized game code for our Nintendo Switch port, doubling Squish's frame rate and cutting the game's initial load time by 66% (a whole minute)
- Tracked and documented bugs and implemented their respective fixes
- Improved Git workflow to ensure tasks were properly prioritized, allowing us to handle urgent tasks more efficiently

PROJECTS

Kidgilantes (shipped) - *Gameplay Programmer*

JAN 2020 - JUN 2020

- Implemented main player stacking mechanic using Unreal Engine 4's Blueprints
- Wrote Technical Guide to define main mechanics, and streamline project file structure, scene composition, and programming workflows

SKILLS

C#	● ● ● ● ●	Blueprints	● ● ● ● ●
Unity	● ● ● ● ●	C++	● ● ● ● ●
UE 4	● ● ● ● ●	Git	● ● ● ● ●

EDUCATION

University of California, Santa Cruz - *BS in Computer Science Game Design*

2016 - 2020