

Jon Eisenhour

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Game Developer looking for a full-time position starting in June where I can specialize in mechanics and sound design.

EDUCATION

Colorado State University

Bachelor of Arts in Computer Science

Fort Collins, Co

Aug. 2019 – May 2024

RELEVANT COURSEWORK

Map Website | *JavaScript, Java, RestfulAPI, Scrum, React, Zenhub, Git*

January 2023 – May 2023

- Developed a website that allows for the planning of trips anywhere on earth
- Worked in a team of four where tasks were delegated and discussed using Scrum

PROJECTS

PSX Style Horror Game | *Unreal Engine 5, Fl Studio, Blender, Trello, Audacity, Git*

March 2024 – April 2024

- Developed a PSX style horror game that uses interaction systems and Dialog.
- Implemented an AI that plays black jack
- Designed scalable widgets for main menu, HUD, pause screen, and death screen
- Created custom sound effects and music using FL Studio and Audacity
- Used Trello to organize thoughts and assign tasks to other team member

Audio Synthesis Application | *Python, CustomTKinter, NumPy, Git*

March 2024 – April 2024

- Developed a standalone application that uses music theory and an ADSR envelope to create a sequence of notes based on multiple input parameters output as a wav file
- Implemented an easy to use interface with CustomTKinter to change input parameters
- Has the ability to create and use presets that can be imported or exported for later use
- Allows for the selection of different waveforms such as sin, square, triangle, or saw

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (MySQL), JavaScript, GDScript, UE Blueprints

Developer Tools: Unreal Engine 5, Godot, Blender, FL Studio 21, Git, VS Code, Visual Studio, IntelliJ, Eclipse, ChatGPT

Systems: Interaction, Dialog, Combat, Mechanics, Modeling

Organization: Zenhub, Trello, Github, Discord, Draw.io, Scrum

EXPERIENCE

Public Works Seasonal Employee

May 2021 – August 2022

Grayslake Public Works

Grayslake, IL

- Worked in groups of two or more people to complete tasks given by a manager
- Ensured various tasks were completed professionally and in a timely manner
- Communicated with citizens outside of work to gain insight into public needs

EXTRACURRICULAR ACTIVITIES

Esports Team Captain

August 2023 – December 2023

- * Coordinated times and dates for practice twice a week between five people.
- * Took the lead as an in-game shot-caller where directions would be given in a high stakes environment.

Esports Head Coach

January 2024 – May 2024

- * Scheduled and met individually with three or more people on a weekly basis to discuss game fundamentals and create plans for improvement.
- * Created and presented three hours of slides on various game topics to team members.
- * Directed tryouts for three teams of five players from thirty people over three days. Optimized teams based on skill, synergy, and willingness to learn.