
JONATHAN MOALLEM

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EXPERIENCE

Gameloft Brisbane — **Lead Programmer**

03/2025 – PRESENT

— **Senior Gameplay Programmer**

01/2024 – 02/2025

- Developed and supported several high-quality, maintainable gameplay features and systems against a tight schedule for an unannounced open-world action title, including world streaming, quest & schedule state management, serialisation, equipment, character animation, and lighting, whilst actively working to improve the health of the codebase
- Managed gameplay systems architecture and feature development across a team of 10 engineers domestically in coordination with a partner studio in Bucharest, negotiating requirements and coordinating stakeholders across multiple departments

— **Mid-Level Gameplay Programmer**

06/2022 – 12/2023

- Delivered one of Apple Arcade's flagship titles, My Little Pony: Mane Merge, an officially licensed merge game for iOS, macOS, and tvOS, from vertical slice to release and across a handful of content updates with Unreal Engine using C++, Blueprint and Python

Caps Collective — **Programmer, Designer & Co-Founder**

02/2020 – PRESENT

- Developed several games and software projects in Unity, Godot and Unreal, as well as developing a custom game engine in C++ as part of an open source developer collective
- Led and managed a team of part-time developers to publish a 3D city-builder game, Fantasy Town Regional Manager, on Steam, listed by Kotaku Australia amongst the top 10 Australian games of 2021, and AGDAs finalist in emerging games (*see portfolio on page 2*)

Animal Logic — **Pipeline Software Engineer**

03/2021 – 05/2022

- Developed and maintained VFX pipeline systems in Python and C++ for libraries, applications, and DCC plugins based on Pixar's USD 3D scene description format
- Contributed to architectural design of core functionality (such as asset resolution), and open sourcing of Animal Logic's Maya USD plugin to Autodesk's public repository

U:PASS UTS — **Programming Tutor**

03/2018 – 06/2018

- Tutored students on MVC architecture and UI programming patterns in Java

Sentia — **Junior Rails Developer**

01/2017 – 01/2018

- Built out and maintained several Ruby on Rails web-apps for enterprise clients

Sudo-Code Software — **Technical Designer & Co-Founder**

09/2014 – 03/2019

- Released a mobile game, Pongagon, attaining over 20,000 downloads on iOS alone
- Led a team of three developers, managed client interaction, and handled UX&I design

EDUCATION

University of Technology Sydney — **Bachelor of Science (Honours) in IT** (87.09 & 98.43 WAM)

2016 – 2020

- Thesis on emergent narrative, game AI techniques and engineering practices
- Published original research to IEEE Conference on Games in AI & interactive drama
- Graduated with high distinction (98.43 WAM), earning university medal

George Mason University, Virginia — **Computer Science** (Academic Exchange)

2018 – 2019

TECHNICAL SKILLS

Programming Languages

C/C++	Python	Unreal Blueprint	C#	GScript	Lua	Ruby
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Frameworks & Libraries

Unreal Engine	Godot Engine	Maya API	Make	Qt
Unity Engine	Pixar USD	GitHub Actions	CMake	Ruby on Rails

Misc.

Git	Perforce	Jira	Blender	Narrative Design	UX&I Design	Music Production	Video Editing
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PORTFOLIO

Fantasy Town Regional Manager

Built a fantasy card-based, town-builder game in **Unity** part time with a small team, listed by Kotaku Australia as one of the **top 10 Australian games of 2021**, and **2022 Australian Game Developer Awards (AGDAs) finalist** for the emerging games category

store.steampowered.com/app/1524530

Run for Covert

Built a fully **procedurally generated, online multiplayer**, tactical FPS in **Unreal Engine**, with **HFSM-based AI** and **intelligent cover system**

caps-collective.itch.io/run-for-covert

A Review of Agency Architectures in Interactive Drama Systems

Published an **academic paper** on **interactive drama & AI** in the 2020 **IEEE Conference on Games**

ieeexplore.ieee.org/abstract/document/9231655

Siege Engine

Built an open-source, light-weight, **custom C++ game engine** based on **Vulkan** graphics API, boasting a **Make-based**, modular build system, unit tested core features, and a **CI/CD pipeline** for compiling cross-platform builds and release management

github.com/CapsCollective/siege-engine

Raylib C++ Starter Kit

Built a lightweight, portable, automated template for **raylib game engine library** projects with **C++ bindings**, using **Make** and **CI/CD tooling**

github.com/CapsCollective/raylib-cpp-starter

Daily Brief

Built versions 1.0 and 2.0 of a commercial **Android app** for daily geopolitical updates with **subscription features**, including **tags**, **search**, and **map-view**

play.google.com/store/apps/details?id=com.foreign_brief.daily_brief

Check out my Github (@jonjonde), and personal website (jonjonde.com) to see more projects

OTHER ACHIEVEMENTS & HONOURS

- Achieved University of Technology Sydney's **engineering faculty Dean's List across 2017, 2018, and 2021**
- Won the **Game Narrative Review Gold Award** for paper presented at **GDC San Francisco**
- Selected as one of 11 amongst 8000+ students across Australia as one of **AFR's Top 100 Future Leaders** for technology
- Completed **12 games in 12 months** challenge, **winning best-in-showcase awards for three separate entries**