

Jagger Walraven

Game Developer and Programmer

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github.com/lazykeys

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Professional Summary

I am a proactive Unity developer and game programmer with a passion for technological growth and a keen eye for detail. As Lead Programmer of 5+ projects with 4+ years of C# experience, I strive to provide clean and efficient code with descriptive documentation as a guiding foundation for other programmers. Both individual achievement and collective learning enhance the field of programming. I have also created custom tools for 3 projects that expedited certain processes, such as AI navigation, level design, and dialogue trees. As accessibility, maintainability, and clarity are my top priorities, my 3+ years of Git expertise are indispensable.

Relevant Experience

Immersive Simulation Developer

University of Saint Francis - College of Health Sciences

Oct 2024 - Oct 2025

- Created medical training and emergency scenarios for the College of Health Sciences' Immersive Lab
- Made web and Unity Engine applications for the College's Immersive Lab

Content Expert

University of Saint Francis - Discovery Academy

July 2025 - July 2025

- Led a week-long summer camp of ~15 students focusing on multiple facets of game development
- Taught students Unity Engine, pipeline standards, and project management methodologies

Projects

30 Minutes or It's Free

3D Platforming Game - Lead Programmer

April 2025

Managed the entire codebase and added key features such as player movement, AI pathfinding, and game loop logic

Fortune Queller

2.5D Roguelike & Strategy Game - Lead Programmer

March 2025

Created dynamic game mechanics such as draggable cards, interchangeable weapons, and enemy behavior

Diggy Dog

3D Puzzle-Platforming Game - Lead Programmer

March 2024

Implemented player movement, movable crates, unlockable doors, and other obstacles that allowed the level designer to create stimulating puzzles

Skills

Programming Languages

C#, Java, HTML, CSS, JavaScript

Tools & Platforms

Unity Engine, Git, GitHub, Visual Studio, Visual Studio Code, Jira

Education

University of Saint Francis, Fort Wayne

Bachelor of Science in Game and Application Development

Programming Concentration

Computer Science & Film Minors

Awards

- **Excellence in Algorithms** April 2025
- **Leadership in Game and Application Development** April 2025
- **Best Game Demo: Fortune Queller** April 2025
- **Best Game Demo: Toilet Time Traveler** April 2024
- **Leadership and Service Award** April 2024
- **Outstanding Freshman Award in Game and Application Development** April 2023