# Jerod D'Epifanio

*Phone:* (810)-417-3997 - *Email:* jerod.dep@gmail.com - *Location:* Chicago, IL

**Objective:** C++ Programmer seeking to join a forward-thinking team to apply my experience working in real-time game engines.

---

## Experience:

Mid Level Software Engineer
**Iron Galaxy Studios**
September 2020 - Present | Chicago, IL

### Generalist Programmer | Lua

Unannounced Project
- Created systems to prototype controller compatible UI on a AAA MMO title
- Worked collaboratively with designers and QA to implement new UI features
- Created milestone and sprint schedules for partners
- Created a custom stack to hold different control layouts to allow designers to easily create new windows within limited memory capacity.

### Generalist Programmer | C++

Unannounced Project
- Re Architected an AI system to eliminate a diamond pattern and allow for utilization of a component system
- Generated and analyzed AI pathfinding data to test feasibility of third party pathfinding library
- Architected a new quad tree and double binary tree collision system

### Lead Programmer | C++

Unannounced Project
- Lead a team of four engineers to port an existing AAA game to new, more limited hardware
- Updated compile, link, and build steps of a toolchain to seamlessly work across multiple compilers, linkers, and platforms.
- Added multithreaded deferred rendering contexts to improve CPU process times when building GPU buffers

### Lead Programmer | C++

Unannounced Project
- Lead a team of eight engineers to port an existing AAA game to new hardware
- Successfully handled timelines and delivery of monthly milestones
- Updated compile, link, and build steps of a toolchain to seamlessly work across multiple compilers, linkers, and platforms.
- Solved bugs from thread racing to ARM specific instruction issues

---

## Education:

Bachelor of Computer Science
  Minor in Game Development
📍 **Michigan State University**

## Key Skills:

***Skills:*** C++98 - C++20, C, Lua, Python, Visual Studio
***Project Management:*** JIRA
***Source Control:*** Perforce, Git