

# Jason Gold

Game Programmer

## Contact

### Address

Manalapan, New Jersey 07726

### Phone

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## Skills

Object Oriented Programming

Interpersonal Communication

Self-Motivated

Organization & Time Management

Excellent Communication

Teamwork & Collaboration

## Proficiencies

C++

C#

NodeJS

Unity3D

Unreal Engine 4

Unreal Engine 5

Pioneering Game Programmer with 4 years of experience in creating appealing game concepts and designs by coordinating with teammates to boost creativity. Accomplished in envisioning and delivering prototypes and completed game content according to specifications. Reliable in continually delivering eye-catching quality projects in a high pressure field.

## Work History

### DevOps Engineer

04/2023 - Present

*Integral Biometrics, Freehold, NJ (Hybrid)*

- Conducted in-depth research and testing of various CI/CD tools to enhance the efficiency and reliability of the software development pipeline.
- Investigated and resolved repository issues, ensuring the integrity and stability of version control systems.
- Implemented strategic changes to the existing CI/CD workflow, optimizing build and deployment processes for increased speed and accuracy.
- Initiated the development of an upgraded diagnostic tool, empowering the company to self-diagnose software issues and streamline the troubleshooting process.
  - This includes making the tool multi-threaded and asynchronous.

### Unity Developer 1

06/2022 - 02/2023

*LifeForce Games, San Francisco, CA (Remote)*

- Developed a designer friendly sound package for Unity that made use of Scriptable Objects.
- Streamlined camera system for 3rd person tower defense game via Cinemachine.
- Developed inventory system for storing and accessing items a player could acquire.
- Programmed item system for interacting with items (upgrades, powerups, debuffs, etc.) in a tower defense game that made use of scriptable objects.
- Devised & began programming a system for baking meshes along with adding and removing items from meshes (using Mesh Baker by Ian Deane).

### Generalist Programmer

12/2021 - 01/2023

*Backwoods Gaming, Manalapan, NJ (Remote)*

- Created & maintained ship building & mini-game systems.
- Managed project requirements and accomplished objectives by self-monitoring progress and promptly solving issues.
- Followed specifications and technical limitations when designing to meet established design and gameplay objectives.

- Communicated with art, production and programming teams to design innovative game elements and optimize quality for better player experiences.

### **Co-Owner**

12/2021 - 01/2023

*Backwoods Gaming, Manalapan, NJ (Remote)*

- Secured initial funding for game production to begin.
- Established team of motivated and highly skilled employees to help run business.
- Set, enforced, and optimized internal policies to maintain responsiveness to demands.

### **Software Engineer 1**

12/2021 - 05/2022

*PlayAGS, Scottsdale, AZ (Remote)*

- Recreated older casino games in newer versions of proprietary framework & Unity.
- Spearheaded & engineered prototype for a new game.
- Worked closely with artists and mathematicians to make sure all math and art was properly used & implemented in-game.
- Worked with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability, and performance.

### **Gameplay/Systems Programmer**

12/2020 - 05/2021

*Tiny Moose Studios, Burlington, VT (Remote)*

- Created designer friendly systems that were easy to use
- Maintained design aspects of gameplay throughout the project lifecycle, supporting comprehensive user-focused and integrated mechanics.
- Reworked/optimized previously created gameplay systems.
- Created a system that allowed for re-mappable controls on both controller and mouse & keyboard.

### **Project Manager**

03/2020 - 11/2020

*Integral Biometrics, Freehold, NJ (Remote)*

- Kept everything organized and team in constant communication with each other.
- Developed and initiated projects, managed costs, and monitored performance.
- Achieved project deadlines by coordinating with team members to manage performance.
- Identified plans and resources required to meet project goals and objectives.
- Negotiated and managed third-party contracts related to project deliverables.
- Reported regularly to managers on project budget, progress and technical problems.
- Monitored project progress, identified risks and took corrective action as needed.

### **Lead Unity Programmer**

03/2020 - 11/2020

*Integral Biometrics, Freehold, NJ (Remote)*

- Team Size: started at 4 then increased to 6
- Fingerprint/Iris authentication training video game created in Unity.
- Created system for communicating between Unity and web sockets.
- Implemented in-game communication system by using service subscriptions with web socket servers to display information in real time.
- Created in game animations using Unity's built in animator.
- Worked with software development and testing team members to design and develop robust solutions to meet client requirements for functionality, scalability, and performance.
- Currently used exclusively in Johnson & Johnson factory in Europe for training

## **Lead Unity Programmer**

03/2020 - 11/2020

*WASD Studios, Burlington, VT (Remote)(College Project)*

- Team Size: started at 5 then increased to 9
- Build-Your-Own Dungeon rogue-like game created in Unity
- Play as Origami Warrior exploring and building the dungeon.
- Created enemy A.I for multiple enemy types.
- Created a map system for storing and using map pieces that would spawn rooms in corresponding world positions.
- Created book U.I system that allows the player to place map pieces and build their dungeon.
- Game trailer from halfway mark ([https://youtu.be/LxU\\_CrsWpN4](https://youtu.be/LxU_CrsWpN4)).

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## Education

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### **Master of Science: Cybersecurity Analytics**

01/2024 - 08/2025

*Champlain College, Burlington, VT*

### **Bachelor of Science: Game Programming**

08/2017 - 05/2021

*Champlain College, Burlington, VT*

### **Business Degree: Business Administration**

08/2017 - 05/2021

*Champlain College, Burlington, VT*

### **Business Degree: Entrepreneurship**

08/2017 - 05/2021

*Champlain College, Burlington, VT*