Jason Gold

Game Programmer

Contact

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Skills

Object Oriented Programming

Interpersonal Communication

Self-Motivated

Organization & Time Management

Excellent Communication

Teamwork & Collaboration

Proficiencies

C++	Git
C#	Python
NodeJS	Godot
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.
- 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)
- Achieved project deadlines by coordinating with team members to manage performance & cost.
- Negotiated and managed third-party contracts related to project deliverables.
- Reported regularly to managers on project budget, progress and technical problems, taking 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.
- 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.
- 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
- 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).

Education

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