

# Jason Gold

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## EXPERIENCE

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### Integral Biometrics

Freehold, NJ (Hybrid)

#### DevOps Engineer

04/2023 - Present

- **Enhanced software development efficiency** by researching and testing various CI/CD tools, identifying optimal solutions for streamlined operations.
- **Resolved critical repository issues**, ensuring integrity and stability across version control systems, resulting in seamless development workflows.
- **Accelerated build and deployment processes** by implementing strategic changes to CI/CD workflows, achieving a measurable reduction in processing time and errors.
- **Pioneered the development of a multi-threaded, asynchronous diagnostic tool**, empowering the company to self-diagnose software issues and significantly reducing troubleshooting time.

### LifeForce Games

Remote

#### Unity Developer 1

06/2022 - 02/2023

- **Designed and implemented a user-friendly sound package** in Unity using Scriptable Objects, enabling designers to create and manage audio assets more efficiently.
- **Optimized gameplay experience** by streamlining the camera system for a 3rd-person tower defense game using Cinemachine, enhancing player control and perspective.
- **Built an advanced inventory system** to manage player-acquired items, ensuring seamless storage and retrieval functionality.
- **Developed a dynamic item interaction system**, leveraging Scriptable Objects to enable upgrades, powerups, and debuffs for a more engaging gameplay experience.
- **Engineered an innovative mesh baking system**, integrating Mesh Baker by Ian Deane to efficiently add and remove items from meshes, improving game asset management.

### Backwoods Gaming

Manalapan, NJ (Remote)

#### Generalist Programmer

12/2021 - 01/2023

- **Developed and maintained ship-building and mini-game systems**, delivering innovative features that enhanced gameplay mechanics and player engagement.
- **Led the management of project requirements**, ensuring timely achievement of objectives through proactive self-monitoring and adaptability.
- **Designed game elements adhering to specifications and technical limitations**, successfully aligning with established design and gameplay objectives.
- **Collaborated cross-functionally with art, production, and programming teams**, crafting innovative game elements that improved quality and player satisfaction.

### PlayAGS

Scottsdale, AZ (Remote)

#### Software Engineer 1

12/2021 - 05/2022

- **Revamped legacy casino games** by recreating them in updated proprietary frameworks and Unity, modernizing gameplay and enhancing compatibility.
- **Led the development of a new game prototype**, driving innovation and setting the foundation for future projects.
- **Collaborated with artists and mathematicians** to ensure accurate integration of mathematical models and visual assets, delivering polished and immersive gameplay experiences.
- **Designed and implemented robust software solutions** in partnership with development and testing teams, meeting client requirements for functionality, scalability, and performance.

### Integral Biometrics

Freehold, NJ (Remote)

#### Lead Unity Programmer

03/2020 - 11/2020

- **Led and scaled a development team**, growing from 4 to 6 members to support the successful delivery of a fingerprint/iris authentication training video game in Unity.
- **Developed an in-game real-time communication system**, utilizing service subscriptions with WebSocket servers to display live information effectively.

- **Designed and implemented in-game animations** using Unity's built-in animator, enhancing visual engagement and user experience.
- **Delivered a Unity-based training solution**, exclusively adopted by Johnson & Johnson factories in Europe, showcasing its effectiveness in employee training programs.

## EDUCATION

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<b>Champlain College</b> <i>Master of Science; Cybersecurity Analytics</i>	<b>Burlington, VT (Remote)</b> <b>08/2025</b>
<b>Champlain College</b> <i>Bachelor of Science; Game Programming</i>	<b>Burlington, VT (Hybrid)</b> <b>05/2021</b>

## ADDITIONAL INFORMATION

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- **Programming Languages:** C#, C++, NodeJS, Python, SQL, R
- **Game Engines:** Unity, Unreal Engine 4, Unreal Engine 5
- **Proficiencies:** Git, AGILE, SCRUM, Jira
- **Certifications:** Certified SCRUM Master (CSM)
- **Languages:** English (native), Hebrew (conversational), Spanish (basic)