**Technical Skills**

* C#, C++, Java, JavaScript, Python
* Git & Version Control
* Unity, UnityECS, Construct, Godot, Twine
* Adobe Illustrator, Photoshop, and Audition

 **Experience**

**One Dawn Studios – Unity Programmer**

April 2020 – Present

* Collaborated with Lead programmer to complete tasks and develop and implement various gameplay systems and UI functionality.
* Worked on a Hybrid ECS solution in tandem with a Unity environment to produce highly optimized code.
* Utilized Data Oriented design to produce an optimized multiplayer environment on the Steam platform
* Collaborated on a PlasticSCM repository containing the Unity project.

**Drillbit Studios – Game Programmer**

March 2019 – May 2020

* Developed optimized code that allowed team members to create in-game objectives using specified parameters
* Collaborated with designers to design the objective system, and monetization system.
* Scripted level and menu functionality, including menu transitions, camera movements, menu animations, and UI.
* Performed bug-fixing throughout the process of development.

 **Education**

**Indiana University 2016 - 2020**

* BS - Game Design, with specialized study in Programming

**Portage High School 2013-2016**

* Technical Honors Diploma with CAD Vocational Certificate

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**Jacob Ringer**

**Gameplay Engineer**

 **(219) 850-3856**

**ringerj97@gmail.com**