

Jack Yang

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Professional Experience

Unity Developer, *ARealm*

FoundrySix, Los Angeles, CA (Remote)

September 2021–Present

- Implemented gameplay systems for *ARealm*, a fantasy AR MMORPG
- Translated high-level enemy behavior and attack designs into efficient and scalable AI code
- Led various game features, including: 3D level generation, PVE combat, class-based skills
- Contributed to multiplayer networking code in *ARealm* and other multiplayer AR experiences
- Incorporated player feedback and new game content throughout *ARealm*'s Alpha release

Gameplay Programmer, *Project Cascade*

Salix Augeat, Nashville, TN (Remote)

January 2023–Present

- Implemented gameplay systems on *Project Cascade*, a futuristic CRPG, for a roleplay systems demo.
- Collaborated with designers and artists in an Agile environment.
- Created a programming pipeline and helped establish company programming practices.
- Contributed to game design on features, including: quest tracking, combat mechanics, roleplay systems

Game + Graphics Projects

2021

- **Subway Samurai**: Programmer and animator. “Best Overall” submission, UCSD VGDC’s Spring Game Jam.
- **Love on Library Walk**: Programmer, writer, designer. Satirical dating sim made with UCSD’s *The MQ* in RenPy.
- **Monte Carlo Path Tracer**: Robust Embree ray/path tracer. Study in indirect lighting, rendering, GGX.
- **Rhythm Blade Beatdown**: Programmer, designer, and composer. Top 10 in GDB’s Rhythm Game Jam.

2022

- **Animation Engine**: Solo programmer on character animation engine project. Study in rigging, keyframes, IK.
- **Once Upon A Time On Mars**: Solo developer. Submission to 2022 California Inter-Collegiate Game Jam.
- **Charioteer!**: Programmer, designer, composer, artist. Office chair racing in a custom Rust game engine.
- **Grapple Getaway**: Solo developer, 3D artist. Submitted to the 7DFPS Game Jam.

2023

- **Hellevator**: In-development arcade shooter on a runaway elevator plummeting into hell. Made in Unity.
- **Tlon**: In-development graphics engine for rendering real-world 3D terrain data. Made with C++ and OpenGL.

Education

University of California, San Diego

Oct 2018 - Jun 2022

Earned Bachelor of Science in Computer Science (GPA: 3.65). Minor in English Literature.