

JETHRO SCHOPPENHORST

GAME DEVELOPER

Chicago IL, USA

jethro@jethros.place

<https://jethros.place/>

TECHNOLOGIES

- C#, C++, Python
- Unity, Unreal 4, Proprietary Engines
- WPF, MFC, C++/CLR
- Perforce, GitHub
- Windows, Microsoft Office Suite

WORK EXPERIENCE

INCREDIBLE TECHNOLOGIES – LINCOLNSHIRE IL

Part of the development team for [Golden Tee Golf](#)

TOOLS PROGRAMMER | JAN 2024 – PRESENT

- Making editors for proprietary asset formats
- Maintaining viewer tools for compiled assets
- Making runtime debug toggles/visualizations
- Verifying and troubleshooting art integrations

JUNIOR GAME PROGRAMMER | JAN 2022 – JAN 2024

- Migrated legacy MFC tools to WPF
- Refactored targeted areas of UI and libraries
- Restructured code parameters into JSON assets
- Replicated and resolved bugs from QA
- Verified and troubleshoot art integrations

BANANA INTERACTIVE – SHANGHAI CHINA

Contributed to a couple hyper casual titles targeting the Facebook Instant Games platform

GAME DEVELOPMENT INTERN | FALL 2019

- Cleaned up and implemented 2D art assets
- Created prototype concept [Trickshot Taxi](#)
- Added physics gameplay into Volleyball Master

EDUCATION

COLUMBIA COLLEGE CHICAGO – CHICAGO IL

B.S. PROGRAMMING – GAME DEVELOPMENT TRACK

Graduated 2021 – 3.9 GPA – Study Abroad China

MORaine PARK TECHNICAL COLLEGE – FOND DU LAC WI

A.S. MECHANICAL DESIGN TECHNOLOGY

Graduated 2018 – 4.0 GPA – Technology Club

CORE VALUES

- Encouraging and acting on stakeholder feedback
- Upholding standards and consistency
- Researching and iterating when needed
- Being an open resource for colleagues

PROJECTS

HARDCORE PIZZA DELIVERY

Worked with a team of design, art, and audio students to create a grappling platformer game prototype called [Hardcore Pizza Delivery](#)

- Programmed the grapple physics; swinging, wrapping, pulling, and pivoting
- Led meetings for weekly builds, troubleshooting integrations with colleagues

VOLUNTEER EXPERIENCE

COLUMBIA COLLEGE CHICAGO – CHICAGO IL

CURRICULUM CONTRIBUTOR | SUMMER 2020

Assisted Dr. Joshua Fisher in creating a Unity version of the existing Java Nature of Code online curriculum; [Nature of Code – Unity Remix](#)

- Re-implemented Java examples in Unity
- Discussed iterations on curriculum layout
- Code reviewed to optimize for legibility

EAST AURORA SCHOOL DISTRICT – AURORA IL

AMERICORPS MEMBER | SUMMER 2019

Completed 300 volunteer hours under AmeriCorps

- Set up and maintained hydroponic gardens
- Moved furniture between classrooms
- Monitored summer school activities