Jethro Schoppenhorst

Gameplay Programmer

Phone: (1)920-229-2926 | Email: jethro@jethros.place | Game Dev Portfolio: https://jethros.place

Aspiring game programmer with experience working in large and small teams to create interactive experiences in Unity, Unreal, and Construct. Looking for a position as a game programmer that will challenge and further build my skills in modern technologies while delivering engaging products for our players.

Skills

- C#
- C++
- JavaScript
- HTML + CSS
- VS + VS Code
- Object Oriented Programming
- Debugging
- Algorithm Design and Analysis
- Calculus, Numerical Analysis
- Source Control
- Unity
- Unreal
- Blender
- Inkscape
- Amazon AWS
- Team Oriented
- Technical Communication
- Development Problem Solving
- Autonomous Learner
- Detail Oriented

Professional Experience

Game Development (Creative Sci-engineer Intern)

Banana Interactive, Shanghai, CN | Fall 2019

Programmed new core gameplay features for the shop, opponent AI, and physics for Volleyball Master. Developed with an interdisciplinary team of designers, artists, and audio engineers to meet project deadlines.

Key Achievements

- Within three weeks, developed a proof of concept game including 2D physics, game flow logic, and layered isometric renders from blender.
- Created two new reusable mechanics: A JSON parser for level data in Trickshot Taxi, and a system for tracing along linear and arc colliders in 2D.

Mechanical Design Tutor

Moraine Park Technical College, Fond du Lac, WI | April 2017 – May 2018

Provided mentoring on Mechanical and System Design to college cohorts. Stressed use cases for methodologies and helped students evaluate their design choices. Used visualizations to help students understand geometric problem solving in statics and dynamics.

Volunteer Experience

AmeriCorps Member

East Aurora School District, Naperville, IL | Summer 2019

Completed 300 hours of volunteer service. Managed time to maintain district's hydroponic and outdoor gardens, worked with teams at Illinois food packing facilities to prepare meals for needy families.

Key Portfolio Projects

Hardcore Pizza Delivery

Programmer for the grapple physics implemented in this action platformer game made in Unreal. Worked with designers to implement and iterate on grappling game feel. Worked with the player movement programmer to ensure smooth transitions between grounded and grappling states inside a player state machine.

Key Achievement

- Used 3D geometric principles like projection and triangle proofs to implement complex grapple affordances including pulling actors along tracks and wrapping the rope around objects.

Gallery Thief

Lead programmer on a stealth game made in Unity. Programmed guard behavior, detection systems, and interactable items logic. Used Finite State Machines, NavMesh, Raycasting, and Vector Maths to implement gameplay affordances.

Key Achievement

- Sped up game design by providing easily modifiable Unity Editor inspector fields, and by resolving merge conflicts to ensure builds were completed by deadlines.

Education

Columbia College Chicago

B.S. Programming - 2021

Moraine Park Technical College

A.S. Mechanical Design Technology - 2018