

Jack Love

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Gameplay/Graphics Programmer

Skills
Languages: C - C++ - C# - Python - GLSL - HLSL - JavaScript
Tools: Visual Studio, Git, SVN, Perforce, RenderDoc
Game Engines: Unity, Unreal
General: Debugging, Project Organization, Collaboration

Projects **Graphics/Gameplay Programmer** **20+ Member Team** (08/2025 - Present)



HYPERFIST – First Person Beat-‘em-Up in Unreal Engine

- Implemented stylized impact frames on player punches, getting additional art direction from the team’s art lead, improving player feedback
- Integrated Steam features into the game, including 16 achievements, leaderboards, and Steam Deck support
- Improved visual game polish with post-process effects, custom materials/shaders, and VFX

Scripting Interface Engineer **9 Member Team** (08/2024 – 05/2025)

NITE LITE – Custom C++ 3D Game Engine

- Implemented a fully featured Unity-Like C# scripting interface for the entity component system, hiding internal complexities and providing a scalable interface for engine features
- Held regular meetings with designers/QA testers to review new bug reports, feature requests, and engine best practices
- Worked with core engine programmers to pipeline messages from our efficient C++ event system into the C# scripting system, allowing for performant event driven gameplay logic

Tools/Gameplay Programmer **7 Member Team**



Knight Light – 2D Puzzle Platformer in Custom C++ Game Engine (08/2023 – 05/2024)

- Authored a simple to use C# scripting system reducing designer dependency on the tech team and roughly doubling their creative output
- Created sprite-sheet animation, particle, and sound systems with GUI editors and immediate mode scripting interfaces for ease of use for the design team
- Managed project build configuration and packaging, regularly testing builds

Gameplay Programmer **5 Member Team**



Combat Cat – 2D Platformer/Shooter in Custom C Game Engine (08/2023 – 05/2024)

- Prototyped and revised 2 boss enemies to completion, playtesting regularly for difficulty and intuitiveness of patterns
 - Added a serialization system, speeding up design workflow significantly
 - Refined player weapon mechanics, optimizing for game feel using feedback from playtests
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Education **Bachelor of Science in Computer Science and Real Time Interactive Simulation** **05/2026** DigiPen Institute of Technology **GPA 3.9**

- Worked 9 TA positions over 5 semesters for CS, Math, and Project courses, aiding students in understanding course materials, programming principles, and debugging techniques