

Jeff Wright

Gameplay Programmer

Cincinnati, OH, US

[linkedin.com/in/jeffovertime](https://www.linkedin.com/in/jeffovertime)

jeffovertime.com

jeffovertime@gmail.com

Skills

- Unreal Engine
- C++
- Git
- AI Programming
- Communication
- Unity
- C#
- Perforce
- UI Programming
- Tools Design

Experience

Interplay Learning // Software Engineer

Jan 2017 - Present

Tesla PowerWall 2 / WebGL / HTC VIVE

Responsible for a 5 minute learning experience that teaches technicians how to install the Tesla Powerwall 2. Worked with Tesla engineers to provide an accurate simulation of the installation process in both WebGL and VR.

Tools Engineer / Unified Engine

Designed and implemented long-term, easy to use, future proof tools for designers to create simulations. Tools created include asset management and custom interaction systems with design, iterations, and implementations made to be aware of changing needs of future simulation developers.

Terrifying Jellyfish // Programmer

Oct 2017 - Present

Nour / Unity

Modifying an existing framework to meet the designer's needs for a new mechanic. Implementing MIDI out from Unity to a MIDI controller.

Super Soul Studio // Designer

Aug 2015 - Nov 2016

Bluegrass Lean, Inc. / PC / WebGL

Translated the teaching needs of University of Kentucky Mechanical Engineering professors into a simulated assembly factory. This included creating complex camera systems, responsive AI to simulate coworkers, and a progression system that reflected the learning material over the semester.

IF Play / Android / iOS

Designed three introductory-level VR minigames. Researched and implemented third-party AR/VR solutions for Google Cardboard. Created a diegetic advertisement delivery system that is present in both the AR and VR minigames.

Education

Bachelor of Arts in Media Arts and Studies

University of Kentucky, 2015