

Jeff Wright

Programmer/Designer

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Cincinnati, OH, US

Skills

- | | | |
|--------|--------------------|-------------------------|
| ■ C# | ■ Git | ■ Tool Programming |
| ■ C++ | ■ AI Programming | ■ UI Programming |
| ■ JSON | ■ Tool Programming | ■ Procedural Generation |

Experience

Terrifying Jellyfish // Systems Designer Dec 2017 - Present

Nour / PC / Mac

Augmented a Unity MIDI package to support output for driving external hardware. Provided documentation and tools demonstrating the new output API and making it easy to experiment. Created systems for procedurally-generated art animated by complex physics.

Interplay Learning // Gameplay Programmer Jan 2017 - Jan 2018

Unified Framework / WebGL / HTC Vive

Worked with Designers to rapidly implement, iterate upon, and document gameplay features for a Unity framework used in several projects including educational games for Tesla, SolarCity, etc. in WebGL and VR. Made custom, dynamic, easy-to-use Unity component editors and tools for Level Designers.

Super Soul Studio // Designer, Programmer Aug 2017 - Nov 2018

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.

Kosmic Kart Racing / PC / Mac

Designed and implemented UFO kart racing physics, including altitude and rotation in response to player controls. Implemented keyboard and controller input. Added split-screen multiplayer support.

Bluegrass Lean, Inc / WebGL

Worked with University of Kentucky Mechanical Engineering professors to create an educational game that replaces their physical assembly factory learning material. Designed and implemented camera systems, AI coworkers, and a progressive unlock system.

Education

Bachelor of Arts in Media Arts and Studies
University of Kentucky, 2015