

# Jeff Wright

## Programmer/Designer

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Cincinnati, OH, US

## Skills

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|--------|-------------------|-------------------------|
| ■ C#   | ■ Git             | ■ Tool Programming      |
| ■ C++  | ■ Blender         | ■ UI Programming        |
| ■ JSON | ■ Unity3D         | ■ Procedural Generation |
| ■ LUA  | ■ Unreal Engine 4 | ■ AI Programming        |

## Experience

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### Terrifying Jellyfish // Technical Artist

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 2015 - Nov 2016

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

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### Bachelor of Arts in Media Arts and Studies

University of Kentucky, 2015