Jakub Stopyra
Game Engineer

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Experience

Unity Programmer - I Got Games.   **Aug 2018 - Present**

Unity Ads - Tools for video creation in Unity 5
- Creating tools for artists and designers to create video ads in Unity 5.
- Maintaining core code for AI battle system.
    - Enemy search algorithm with custom prioritization.
    - Projectile trajectory calculation.
- Created troop formation spawning to help designers place large amounts of troops in desired shapes on the map.
- Troop formation changing in real time.
- Created troop formation movement as a squad.

Lead Programmer - Playchemy Inc.   **Nov 2016 - Dec 2017**

"Swords of Chakan" - VR hack and slash game.
Unreal Engine 4: Nov.2016-Mar.2017
- Directed two programmers in gameplay and mechanics implementation.
- Set up and maintained perforce server.
- Designed and created behavior state tree structure for AI characters.
Unity 5: Mar.2017-Dec.2017
- Created state machine and behavior tree for AI characters.
- Directed two programmers in gameplay and mechanics implementation
- Created game implementation pipeline and naming conventions.
- Designed and created low weight fire propagation system.
- Designed and implemented low profile system to control sounds of continuously playing sounds affected by actor movement speed.
- Worked on a player companion that guides the player through the game and interacts with the player and environment when player gazes at objects long enough.

Programmer and Architect - Student Project.   **Feb 2016 - May 2016**

"JSEngine" - 2D Game engine developed in C++ for top-down platformers
- Designed and developed engine architecture.
- Created integration layer with:
    - LUA, TinyXml2, Zlib, SDL
- Available on github under www.github.com/jstopyra/jsengine/

Achievements

Academy of Art University Spring Show 2018   **May 2018**

Academy of Art University - San Francisco, CA
- Won second place in Complete Game category.
- Written an AI system for a procedurally generated dungeon crawler game.
Behavior tree uses Unity 5 scriptable objects in order to easily serialize AI states and use them between multiple actors.

Skills

Programming	Software	Other
- C++	- Unity 5	- 3D Modeling
- C#	- Unreal Engine 4	
- Blueprint (Unreal Engine)	- Perforce	
- JavaScript (Unity 5)	- GitHub	
- LUA	- Visual Studio 15/17	
	- Adobe Photoshop	
	- Autodesk Maya	

Education

Bachelor of Science - Game Programming   **Sep 2012 - May 2018**

Academy of Art University - San Francisco, CA