

Jonathan G. Moore

Chicago, IL – JonManatee@gmail.com

Portfolio: www.JonManatee.com

Education

Michigan State University, East Lansing MI

Bachelor of Science, Computer Science

May 2012

Bachelor of Arts, Media Arts and Technology

May 2012

Specialization in Game Design and Development

May 2012

MSU Honors College

August 2008 – May 2012

Experience

Iron Galaxy Studios, Chicago IL

May 2011 - Present

Graphics Engineer

May 2012 – Present

- Contributed graphics features and optimizations for Killer Instinct: Season 2 on Xbox One, including leveraging of hardware features for new optimizations to allow a resolution increase.
- Rendering Lead for *Borderlands 2* port to Vita. Extensive work optimizing GPU performance in Unreal Engine 3 for PowerVR architectures, responsible for coordinating several other engineers.
- Supported pre-launch development of Xbox One exclusives *D4* and *Crimson Dragon*.
- Responsible for porting *Epic Citadel* tech demo to Android platforms.

Programming Intern

May 2011 – May 2012

- Ported rendering code for *Ms. Splosion Man* from Xbox 360 to iOS, also contributed rendering optimizations to the Windows Phone 7 version.

Department of Telecommunication, East Lansing MI

January 2011 – December 2011

Teaching Assistant - Digital Game Design

January 2011 - December 2011

- Responsible for assisting undergraduate students with several game projects, lecturing on topics within my areas of expertise, and developing a tutorial project for students to work with.

Games for Entertainment and Learning Lab, East Lansing MI

September 2008 – May 2012

Technical Lead

August 2011 – May 2012

- Lead a small team of programmers across two projects, one targeting iOS and the other targeting web deployment. Responsible for leading engineering meetings and directing software design.

Game Programmer - Mount Olympus Project

May 2010 – May 2011

- Responsible for player character controller code, Wii-mote and dance pad input, graphics effects, and tool creation.

Professorial Assistant

September 2008 - May 2010

- Worked on programming and design for several projects over the course of two years. Projects were usually serious or educational games.

Skills

- Experience implementing graphics effects and optimizations for consoles and mobile
- Experienced with OpenGL and DirectX Graphics APIs, including OpenGL ES for mobile devices
- Intermediate knowledge of C/C++, Object-Oriented Programming, and Data-Oriented Design
- Knowledge of Vector Math, Linear Algebra, and Statistics/Probability
- Experienced with the Unity3d game engine for mobile, PC, and web

Activities and Honors

- Game Jam project *Scarlet* selected as an Indie Speed Run competition finalist by Peter Molyneux
- Programmer on *Dealtown Ford*, the winning game in a competition between Michigan State University and University of Michigan that was hosted by Ford Credit
- Served as President of Spartasoft for two years, Michigan State University's student game development club