



Jesse Lee Humphry

UE4 Blueprints Programmer

Quick and efficient video game developer



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SKILLS

UE5 Blueprints / C++

Prototyping

Gameplay programming

Modular development

Readability

Network Programming

CAPABILITIES

UE5 Blueprints

Full Professional Proficiency

UE5 Replication

Limited Working Proficiency

UE5 C++

Full Professional Proficiency

INTERESTS

C++

Network programming

Computer Science

WORK EXPERIENCE

Mid-Level Programmer

Sager Entertainment Group LLC

07/2022 - Present

Game development studio

Achievements/Tasks

- Implemented networked equipment and weapons systems for co-operative multiplayer in listen server environment
- Developed agnostic animation state machine that would utilize blendspaces defined by equipment
- Testing of packaged builds and uploading to Steam for test deployment

Lead AI Programmer

ER Studios

11/2020 - 04/2022

Indie game development company

Achievements/Tasks

- Tasked to develop AI systems governing party member AI using the Ascent Combat Framework (ACF).
- After removal of ACF, developed AI behavior again under a Lead Programmer using lessons learned during implementation of ACF.
- Developed AI behavior types in conjunction with the AI Behavior Toolkit to influence AI response to player.

Contact : Nasir Jones

Lead Programmer

Symphonic Entertainment

02/2020 - Present

Indie game development company

Achievements/Tasks

- Overseeing nativization process to improve memory / game thread performance
- Working with design team to integrate intended design with programming best practices
- Developing plugins for Unreal Engine marketplace since 11/2022

Contact : Bailey Wheatland - bwheatland44@gmail.com

PERSONAL PROJECTS

Isoscape (11/2021 - Present)

- Week-long development sprint with company co-founder
- Developed basic puzzle behavior
- Created movement-dependent level visibility
- Created obstacles and color-acquisition behavior designed to act simultaneously as puzzle solution and obstacle