



Jesse Lee Humphry

UE5 Developer

Quick, efficient, collaborative



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SKILLS

UE5 Blueprints / C++

Prototyping

Gameplay programming

Modular development

Readability

Network Programming

CAPABILITIES

UE5 Blueprints

Full Professional Proficiency

UE5 Replication

Full Professional Proficiency

UE5 C++

Full Professional Proficiency

UE5 Python

Professional Working Proficiency

INTERESTS

C++

Network programming

Computer Science

WORK EXPERIENCE

Senior Developer

Sager Entertainment Group LLC

07/2022 - 04/2023

Game development studio

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
- Collaborated with additional team members to ensure lack of code redundancy and sufficient communication between gameplay systems

Contact : Matthew DiPrinzio - matthew.diprinzio@gmail.com

Lead Systems Developer [NDA]

Hasbro, Inc.

07/2023 - Present

Entertainment product manufacturer

Tasks

- Leveraging editor systems to improve toy development pipeline efficiencies
- Utilized editor visualization tools to provide feedback to designer at editor time
- Utilized Python scripting and C++ to drive development

Contact : Bailey Wheatland - bailey.wheatland@hasbro.com

Remote (Providence, RI)

Lead Programmer [NDA]

Cosmic Sagas, LLC.

05/2024 - Present

Indie game development company

Tasks

- Utilizing the Lyra template project to develop an F2P competitive shooter
- Working with designer to refactor character code for modularity and extensibility
- Utilizing GAS and existing Lyra systems to ensure good replication of actions across networking environment

Contact : John Meek

ORGANIZATIONS

Symphonic Entertainment (11/2015 - Present)

Co-founder

PERSONAL PROJECTS

Isoscape (11/2021 - 12/2021)

- 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