



Jesse Lee Humphry

UE4 Blueprints Programmer

Quick and efficient video game developer



jesse.humphry@gmail.com



+66613730718



Chiang Mai, Thailand



linkedin.com/in/jesseleehumphry

SKILLS

UE4 Blueprints

Prototyping

Gameplay programming

Modular development

Readability

Blueprints Network Programming

C++ Development

CAPABILITIES

UE4 Blueprints

Full Professional Proficiency

UE4 Replication

Limited Working Proficiency

C++ with UE4

Professional Working Proficiency

INTERESTS

C++

Network programming

Computer Science

WORK EXPERIENCE

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
- Prototyped and developed gameplay-crucial systems such as the boost, health pickups, and rail grinding systems

Contact : Bailey Wheatland - bwheatland44@gmail.com

Junior Programmer

QuestLabs SPC

03/2021 - 11/2021

Indie game development company

Achievements/Tasks

- Developed a replicated "slideshow" function
- Set up FTP on Azure server and deployed server builds for multiplayer testing
- Worked with MMOKit implementation for database storage of user information (last player location, customization data)

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

Escape Fracture (07/2020 - 01/2021)

- Developed pawn-switching function that provides level design with interesting puzzle-building options
- Programmed custom timer component that can run on any actor and dictate behavior on start and end of timer
- Created actor interaction and dependency via blueprint interface