

Jared Joyal

jared.joyal@comcast.net | www.jaredjoyal.com

Summary of Qualifications

- Proficient in C++, C
- Source Control: Subversion, Git, Perforce
- Tools: Microsoft Visual Studio, GNU Make, Doxygen, Valgrind, Dr. Memory
- Linux environment experience
- Experience with C#, Python, Java, VB
- Proficient with Unreal Engine 4
- Familiar with OpenGL
- Experience in Visual Studio CPU Profiler
- Familiar with Unity

Professional Experience

- Programmer Intern** | **FORTNITE** | Epic Games | MAY 2020 – AUG 2020 | Team of 30
- Developed hot-fixable features for Battle Pass regarding locker, gift boxes, and in-game toasts
 - Designed software systems, discussing potential features with UX data analysts and designers
 - Provided quality of life support for controller navigation, widget layout, and preview actors

Academic Projects

- Gameplay and UI Programmer** | Homeland: Lay to Rest | third-person action/adventure game built using Unreal Engine 4 for PC | SEP 2019 – APR 2020 | Team of 16
- Prototyped new traversal methods like teleporting and rolling
 - Refactored finished designer blueprints improving comprehension and performance
 - Implemented functionality for settings menu with both game and video settings

- Physics and UI Programmer** | Mosh Pit | co-op beat 'em up game built using custom C++ engine for PC | AUG 2018 – APR 2019 | Team of 12
- Built force-based Rigidbody and impulse-based collision systems in 4 weeks
 - Created moving platforms functional with many other game components
 - Constructed parent-child UI system for easy design iteration



- Test Manager** | OMG: One Million Guns | top-down shooter built using C and an OpenGL wrapper for PC | JAN 2018 – AUG 2018 | Team of 5
- Built core systems and implementation including UI and Gun objects
 - Constructed easily-modifiable object factories enabling quick design iteration
 - Utilized dirty bits and bitmapping avoiding extra calculations and memory use



On-Campus Leadership

- Tutor** | Math/Computer Science | AUG 2018 – APR 2020
- Teaching Assistant** | Linear Algebra and Geometry | SEP 2018 – DEC 2019

Education

- Bachelor of Science in Computer Science** | DigiPen Institute of Technology | EXPECTED DEC 2020
- **Current Cumulative GPA: 3.98**
 - Focus: Real-Time Interactive Simulation
 - Working toward Math and Music Minors