Jason Ericson

Portfolio: jasonericson.net

Email: jason@jasonericson.net
Phone: (425) 736-0747
LinkedIn: linkedin.com/in/jasonericson

Summary

I am a passionate and driven programmer, with a love for analyzing and solving problems. I would like to apply the skills I have accrued as both a programmer and designer to a game logic development internship.

Skills

Technical

- Languages: C++, C#, Python, XAML, WPF, XML, JSON
- Dev Tools: Visual Studio, Mercurial, SVN, FogBugz
- Additional Familiarity: HTML, Maya, Photoshop, Illustrator, InDesign, CSS, SQL, RTF

Personal

- Quick and eager to learn new technologies and skills relevant to the project.
- Passionate and motivated in developing interactivity and polish of the product.
- Skilled in communicating technical information, oral and written, especially to non-technical users.

Project Experience

2013-Present

Creative Director/UI Programmer (13-person team) - *Coffee Break* - 2.5D multiplayer brawler
- Created the original concept and led the team in aesthetic and mechanical choices.
- Implemented font rendering with sprites, and built menu navigation system.
- In the process of creating a UI pipeline for sprite-based elements.

2012-2013

Creative Director/Game Logic Programmer (8-person team) - *Flickers* - Atmospheric, abstract, 2D platformer
- Created the original concept and designed the overall aesthetic, progression, and mechanics of the game.
- Programmed the game logic, including controls and environment mechanics.
- Led the team in creative vision, and assisted in managing team dynamics.
- Composed the music and created the sound effects.

2011

Lead Designer/Developer (2-person team) - *Glo* - 2D space shooter with dynamic music
- Designed and developed the game concept and core gameplay.
- Created the art assets, sound effects, and musical components.

Work Experience

2013

UI Developer - *McCarthy Music* - Redmond, WA
- Developed the UI architecture for a desktop application using WPF and XAML.
- Interfaced with artists and developed a pipeline for them to create or import their work directly into the project.
- Focused especially on polish and visual excellence of the product.

2010-2011

Software Developer - *Logos Bible Software* - Bellingham, WA
- Developed on large-scale Windows desktop applications and user interfaces using C# and WPF in the .NET 3.5 environment.
- Implemented features that helped provide an engaging and fluid user experience.

Education

2011-Present

Bachelor of Science: **Computer Science and Game Design** - *DigiPen Institute of Technology* - (expected graduation: May 2015)