

Jeffrey Popek

Gameplay Programmer

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PROJECTS

Poly-Vinyl Pests! (PVP!)

Lead Programmer

Aug - Dec 2024, Unity

- Developed a robust local multiplayer system through Unity's Input System, enabling seamless player controls and interactions between players and AI
- Created boss AI with Unity's Animator that dynamically shifts aggro between two players based on the game state, enhancing cooperative combat
- Implemented engaging and user-friendly UI, effectively displaying critical game information to enhance player immersion and experience
- Crafted immersive PvP arenas enabling players to engage in dynamic battles after cooperative boss encounters, highlighting the transition from teamwork to competition

Liminal Detective

Combat Programmer

Jan - May 2024, UE5

- Implemented combat mechanics such as a ranged attack and a grab and throw that could interact with enemies and the environment
- Utilized Unreal Engine 5's features to create dynamic enemy AI that would respond to the player's movements and attacks
- Optimized our game's runtime performance with bug fixes, code refactoring, and optimal blueprint implementation

Suzume Portals

Graphics Programmer

May 2024, Unity

- Replicated visual effects using Unity shader graph and camera control logic in engine
- Experimented with techniques utilizing unity's cameras from multiple different perspectives to create portal and water reflections
- Optimized performance with optimization techniques such as occlusion culling to increase amount of objects to be rendered

Programming

C++

C#

UE5 Blueprints

Python

Tools

Unity

Unreal Engine 5

SDL2

IMGUI

Google Workspace

Adobe Creative Cloud

Matrix & Vector Math

Source Control (GIT, SVN)

Jira

Confluence

Figma

Soft Skills

Scrum/Agile

Team Leadership

Collaboration

Problem Solving

Adaptability

Time Management

Interpersonal skills

System testing

Socials

jeffreypopek.dev

[linkedin.com/in/](https://linkedin.com/in/jeffreypopek)

jeffreypopek

EDUCATION

Bachelor Game Programming Champlain College

2021 - Expected Graduation May 2025

Burlington, Vermont

- 3.6 GPA
- Dean's List