

Justin Schwieger

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Objective

Exceptionally self-motivated with a background in Academia and Indie Development looking to join a distinguished team and apply my passion and skills towards the task of perfecting player experiences in video games.

Projects

Mutant Entertainment Studios

2016 – Current

“Steamulator”: *Gameplay Programmer (C#)*

PC 2018

Primarily responsible for working with the Game Designer and Artist to implement multiple score-based minigames along with the core gameplay loop and data management.

“Astro Joust”: *Gameplay Programmer (C#) / Tech Artist*

PC/Xbox One 2018

Created a custom 2D platformer character controller and the gameplay loop for all multiplayer versus levels based off of Design Specs. Created multiple custom shaders and setup an art pipeline to better take advantage of the “retro 2D” art direction laid out by the Artist.

“I Can’t Believe It’s Not Gambling”: *Game Designer / Gameplay Programmer (C#) / Tech Artist*

PC 2017

Responsible for the core design; created the digital prototype and design documentation.

Implemented the core interaction and animation systems, tying player GUI interaction to feedback and animation playback on 3D assets.

Xsens Technologies

2018

MVN Live Animation Unity 3D Plugin: *Contract Software Engineer (C#)*

2018

Updated working real-time animation streaming plugin to compile in newer versions of Unity3D, and the updated MVN Studio data protocol. Converting animation data in real-time from one coordinate system to another and deprecating the Euler based system for one using MVN’s native Quaternion data.

Implemented an Animation Recorder that captures mocap data in real-time to work with Unity’s mecanim humanoid rigs.

Implemented support for Manus VR finger tracking capture through MVN Studio.

Skillset

Languages / APIs

C#	LUA
C/C++	HTML5
PYTHON	OPENGL
JAVASCRIPT	DIRECTX

Skills

GAMEPLAY SCRIPTING	TOOL CREATION
TECHNICAL ART	PROJECT MANAGEMENT
MATHEMATICS	TIME MANAGEMENT
COMMUNICATION	ASSET CREATION

Programs

UNITY	UNREAL
JIRA	PERFORCE
PIVOTAL TRACKER	GIT
VISUAL STUDIO	SVN

Related Experience

California State University, Chico

2015 – Current

Computer Animation and Game Development Program: *Teaching Associate*

Worked as an Instructor for eight unique classes focusing on Game Development, Game Asset Production, and Programming for Video Games. Worked with other faculty members to create and iterate on courses and subjects such as Game Asset Production, Scripting for Computer Graphics, and Motion Capture for Video Games

Game Jams

2014-2018

Global Game Jam: *Gameplay Programmer (C++, C#, LUA) / Organizer*

2014, 2015, 2016, 2018

Worked on multiple teams comprising of developers ranging all skill levels to create small game prototypes within a 48 hour time limit. In 2016 I began to help organize the event for the local Chico State Jam Site.

Game Developers Conference

2015

Conference Associate

Helped facilitate various events at the 2015 Game Developers Conference along with a large team of volunteers.

Education

Master’s in Game Development and Interactive Environments

2019

California State University, Chico

Bachelors in Computer Animation and Game Development

2015

California State University, Chico