

DAVID JONES

AI/Gameplay Programmer

📞 +1-801-859-6540

@ jones.david0911@gmail.com

🌐 [linkedin.com/in/david-jones-5321b5133](https://www.linkedin.com/in/david-jones-5321b5133)

🌐 <https://www.jonesdavportfolio.com/>

📍 South Jordan, UT

SUMMARY

I fell in love with game development at a young age. I started off as an artist and grew to love programming. Over time, I have acquired a passion for developing AI/Gameplay mechanics for video games. My love for games has motivated me to work all hours to improve my game development skills and create the best experience for players.

EDUCATION

B.S. Computer Science, Minor in Mathematics

University of Utah

📅 09/2017 - 08/2023 📍 Salt Lake City, Utah

- Member of the Dean's List for multiple semesters.

WORK EXPERIENCE

Independent Game Developer

Hobbyist

📅 2020 - Present 📍 Salt Lake City, UT

🌐 <https://www.jonesdavportfolio.com/>

Worked on my own independent game projects and furthered my skills.

Sorter/Truck Unloader

United Parcel Service (UPS)

📅 10/2017 - 04/2020 📍 Salt Lake City, UT

- Part-time job as I attended University.
- Learned how to work with others in a team-based environment.

QA Tester

Spherion/Avalanche Software

📅 02/2017 - 04/2017 📍 Salt Lake City, UT

- Identified and evaluated recurring problems in *Cars 3*, providing detailed documentation of issues for amelioration efforts.
- Utilized **Jira** and **Playstation SDK**.

PROJECTS

Your Average Bear

📅 08/2022 - 05/2023 📍 Salt Lake City, UT

AI/Gameplay Programmer.

- Wrote dynamic AI coordinator system so that enemies would appear to be coordinated and share information.
- Wrote AI Target Tracking system and improved sight perception from the default **Unreal** sight cone.
- Wrote a robust weapon system for the player and enemies.

Ghosts In the Graveyard

📅 09/2021 - 11/2021 📍 Salt Lake City, UT

AI/Gameplay Programmer

- Wrote all behaviors for the main protagonist.
- Wrote dialogue system.
- Wrote simple checkpoint system.

SKILLS

Unreal Engine

Game AI

Perforce

Unity 3D

C++

C#

Game Development

Git

Visual Studio

Jira

Blueprints Visual Scripting

Graphics Programming

Tools Programming

STRENGTHS



Teamwork Oriented

Team player, willing to receive and provide critiques, and assist those who need it.



Results Oriented

Focus on the key goals and deliver results with excellent quality and on time.



Life-long Learner

Never done learning and always seeking to improve myself. Curious about new possibilities and taking action to explore them.

ACHIEVEMENTS



TSA Video Game Competition

Won first place in the state of Utah and placed top 10 in nationals. The competition took place during my senior year of high school.



Released "Your Average Bear" on Steam

Released during my final year as an undergrad at the University of Utah. I worked with a group of developers and published the game on Steam.



Got All the Achievements on "Bloodborne"

I love to play challenging games!