



Jay Shippey

Game Programmer

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Developer Summary

Unity and C# focused programmer who brings the smart and art. Commonly the team or programming lead. Highly experienced with handling assets and implementing mechanics. Reliable communicator within a team. Also a solo developer of two games: Chain Solitaire and Sorting Incorporated.

Education

Bachelor of Applied Science 2019 - 2023

Ferris State University - Digital Animation and Game Design

Content Learned:

- C#
 - Java
 - Javascript
 - HTML
 - Unreal Engine
 - Visual effects
 - 3D modeling
 - Texturing
 - Animation
 - Unwrapping
 - 2D applications
 - UI design
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Relevant Work

Programming Tutor 2021 - 2023

Ferris State University

Gained 1 on 1 experience helping students understand course content, created visualizations to aid explanation of concepts, and brainstormed with students who wanted to tackle more difficult ideas.

Personal Summary

I'm a passionate developer motivated by that feel-good end product. My goal on a team is to keep the energy up and make everyone feel included and heard.

Strengths

Unity	Photoshop
C#	Illustrator
Unreal Engine	3dsMax
Java	Github

Experience

Slope Shredder

Endless Runner for Mobile

- Lead Programmer
- 15 Weeks
- Team of 11
- Unreal Engine

Signals from the Stars

3D Sci-fi Puzzle Game

- Project Manager
- Lead Programmer
- 20+ Weeks (Ongoing)
- Unity

Chain Solitaire

Solitaire Variation

- Solo Development
- 6 Weeks
- Unity

Desolate

Horror RPG Demo

- Lead Programmer
- 8 Weeks
- Team of 6
- Unity

[My itch.io page](#)