

Justin DeBernardis

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Passionate game developer with an eye for user experience and attention to detail.

TECHNICAL SKILLS

Languages

- C++, C#, C, Java, Lua, Javascript, SQL, Python, DirectX, OpenGL, AS3

Tools

- Unreal Engine 3 & 4, Unity3D, LibGDX, Irrlicht, Eclipse, XNA, SDL, Git, Subversion, Perforce, Maya, Code Collaborator, IncrediBuild, UML

APPLIED EXPERIENCE

IPKeys Technologies, LLC - Eatontown, NJ

Software Engineer

Jan 2015 - Present

- Developed crucial features and game-play components in Unreal Engine 4.
 - Responsible for Vehicle, Unit, and Crowd AI.
- Gained familiarity in physics, networking, animation blending, and blueprint architectures of UE4.
- Implemented relational linking system to drive game events and alter AI behaviors.
- Integrated major engine revisions from Epic into local perforce depot.
- Assisted new programmer hires in acclimation of project development.
- Adjusted automated build server python scripts.

Junior Programmer

May 2014 - Dec 2014

- I-Game project: Interactive counter-IED sim for soldiers and trainers developed in Unreal Engine 3.
- Implemented Crowd AI using a navigation mesh, with object avoidance and goal based objectives.
- Participated in and administered code reviews, submitting source changes using perforce.
- Provided timeline estimates for feature implementations with AGILE methodology.
- Tracked and eliminated bugs using Hansoft project management.
- Stored relevant data in SQLite database for VCR playback of in-game events.

Emergent Media Center - Burlington, VT

Lead Programmer

Sept 2013 - Dec 2013

- Lead a team of programmers and designers in the creation of a social media enriched mobile app.
- Reviewed code check-ins to ensure proper coding standards.
- Integrated cloud services including push notifications, chat, and database management.

Advanced Programmer

Sept 2012 - Dec 2012

- Joined a Vermont based travel and tourist mobile app in mid-development.
- Aggregated geo-specific information on companies, events, and tourist destinations across the state.

EDUCATION

Champlain College (2010 - 2014)

Bachelor of Science in Game Programming

- Received an *Excellence in Game Programming* award as a senior.
- Data Structures & Algorithms, Graphics / Game Engine Programming I & II, Game Networking, Game Engine Architecture, Game Artificial Intelligence, Mobile Programming, Software Design & Patterns, Networking & Security