

JUSTIN DE BERNARDIS

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SKILLS

I am an AI and Gameplay Engineer with a passion for providing engaging and immersive gaming experiences. I'm fluent with C, C++, and C# and strong familiarity in Python, Java, Javascript, SQL, DirectX.



EXPERIENCE

Engineer | High Moon Studios

SEP 2018 – PRESENT

Currently an Engineer on an unannounced project. My role has been a generalist: supporting audio, fx, bots, bug fixing and a large focus on AI behaviors.

Associate AI Engineer | High Moon Studios

JUL 2016 – SEP 2018

Call of Duty: Black Ops 4

Contributed AI support for the Crawler Zombie type.

Destiny 2: Forsaken

Responsible for AI Behavior implementation of: *Kaniks*, *The Mad Bomber*, *Pirra*, *The Rifleman*, and the *Screeb*, *Raider*, and *Lurker* enemy variants. I took *The Mad Warden* boss-fight from design to completion, iterating over multiple prototypes until finalizing the sweeping laser weapon and Solar Nova ability.

Software Engineer | IPKeys Technologies, LLC

MAY 2014 – JUL 2016

I-Game 2.0 | Unreal Engine 4

I headed the task of recreating the Vehicle, Unit, and Crowd AI. Interfaced with Unreal 4's physics, networking, AI, animation, and blueprint architectures. Designed a relational linking system to drive game events and alter mission behaviors. Assisted new programmer hires and created automated build server scripts and performed engine integrations.

I-Game 1.2: Interactive counter-IED simulation | Unreal Engine 3

Given a middleware AI solution, I was responsible for integrating it in Unreal 3 and provide comprehensive Crowd AI with navigation meshes, agent avoidance and goal based objectives. Civilian AI performed milling behaviors in town and would adjust their state based on insurgent and friendly force actions.



EDUCATION

Bachelor of Science in Game Programming | Champlain College

2010 – 2014 | 3.8 GPA

Received the Outstanding Senior in Game Programming Award in 2014.