

Jarod Sjogren

<https://github.com/JSSjogren> - <https://gitlab.com/JSSjogren> - <https://jarodsjogren.com>

EDUCATION

The University of Georgia, Athens, GA

Bachelor of Science in Computer Science, Certificate in New Media, May 2019

- Zell Miller Scholarship Recipient
- Graduated Magna Cum Laude, 3.83/4.0 GPA.

Projects within University:

- Developed a marker-based AR app called We Get ARound on Unity 3D, available on the iOS App Store.
- Completed a directed study wherein I designed, developed, and refined a computer game using Unreal Engine 4.
- Dawg Drive-In Website (Used java servlets, HTML, CSS, JavaScript, and ran on Tomcat using agile methods)

WORK EXPERIENCE

Prophecy Games - Alpharetta, GA

Gameplay Programmer, August 2021 - August 2023

Gameplay Programmer II, September 2023 - Present

Working in a fast paced development environment on various projects under the direct supervision of our CEO.

- Designing and architecting robust game features and systems using C++ within Unreal Engine 5.
- Rapidly iterating on previously architected systems to accommodate changing design directions.
- Architecting systems as required to work in a networked server client environment.
- Working closely with design and art disciplines in the development of multiple products.
- Acting as interviewer and mentor for new gameplay programmer hires within the company.
- Provide design feedback and contribute ideas for the roadmap of our products.
- Optimize and fix bugs in our gameplay systems.

Gameplay Programmer, Project Tall Grass, May 2019 – July 2021

Worked with an indie team to develop an open world monster battling RPG.

- Developed our prototype real-time combat system using Unreal Engine 4's blueprints, and transitioned it to C++.
- Developed online & local multiplayer options for the game along with integration of Steam & Discord.
- Integrated UE4's Gameplay Ability System into the game and ensured its reusability for the rest of the team.
- Crafted a flexible UI base for the team's artists within UMG, and connected the UI to in-game events and values.
- Provided valuable input for the direction of the game and architected the design for several in-game systems.
- Utilized source control in the form of a GitLab repository to maintain a central copy of the game.
- Attached the basic animations & assets created by the art team to the appropriate in-game events and abilities.

Software Developer (Agile Product Owner), State Farm, Atlanta, GA, May 2019 - July 2021

Worked with the team responsible for facilitating the enterprise's shift to cloud architecture.

- Assumed the role of product owner and developer for my team's intake website, utilizing AWS services.
- Pioneered proof of concepts and designed patterns for the movement of structured and unstructured data between State Farm's on-premises data stores and their newly adopted AWS datahub.
- Spearheaded research and implementation of GitLab CI/CD pipeline integration in our AWS patterns/POCs.
- Advised State Farm's capability areas as they transitioned from on-premise servers for analytical data to AWS.

SKILLS

Technical Skills: C++, C#, Linear Algebra (3D Math), Java, Python, HTML, CSS, PHP, and Javascript.

Software Experience: Unreal Engine 4 & 5, Blueprints/UMG, Perforce, GitLab, Visual Studios, JetBrains Rider