# Jamison Jerving

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## Objective

Searching for a long-term career opportunity as a software/embedded engineer that allows me to expand my abilities, learn new technologies, and experience challenging problem-solving opportunities.

## Technical Skills

**Technology**   C, C++11, C#, WPF, ActionScript 3.0, UnrealScript, XML, JavaScript, HTML5, SQL, Electronics Design, AVR Microcontrollers, SAM/ARM Microcontrollers

**Engines**   Unity 3D, UDK, Unreal Engine 4, 3d VIA

**Software**   Adobe AIR, Photoshop, Illustrator, Premiere, After Effects, Flash Pro, Flash Builder, Dreamweaver, Visual Studio, Subversion, 3ds Max, PhoneGap Build, Apache Cordova, Atmel Studio, Eagle CAD

## Work Experience

**Self Employed** – *Waukesha, WI*                                    Apr. 2018 – Present
*Software Engineer*

As a self-employed software engineer, I have developed various desktop software applications for companies including Seagrave Firetruck and Miniature Precision Components (MPC). These applications included diagnostic & troubleshooting, test procedure methods, and project tracking tools.

In developing these applications, I have used various technologies including C#, WPF, SQL, HTML5, and JavaScript.

**Almon Inc.** – *Waukesha, WI*                                    Dec. 2016 – Apr. 2018
*Software Architect*

Develop multi-platform software applications and simulators for mobile and desktop delivery using multiple programming languages and development tools such as HTML5, Unity 3D, C#, Adobe AIR, and Adobe Flash.

Responsible for defining, documenting, and communicating the system design and architecture of software applications. Perform research and development for new technologies utilized by the development team and teach or mentor the development team on usage of such technologies.

Implement best practices for programming standards, documentation, tools, languages, and other related technical details for the development team. Setup, maintain, and ensure quality assurance standards are met on all aspects of projects such as system design, code, and internal technical documentation.

**Almon Inc.** – *Waukesha, WI*                                        Aug. 2011 – Dec. 2016
*Software Programmer*

Develop multi-platform software applications and simulators for mobile and desktop delivery using multiple programming languages and development tools such as HTML5, Unity 3D, C#, Adobe AIR, and Adobe Flash.

**Polygon Byte LLC** – *Waukesha, WI*                                  Aug. 2013 – Present
[www.polygonbyte.com](www.polygonbyte.com)
*Owner & Engineer*

Polygon Byte is my own software, games and electronics company. Developed a multi-platform puzzle game for Xbox 360 and Windows-based PCs using C# and XNA. Developed two mobile games, a puzzle game and retro arcade shooter, for iOS and Android using C# and Unity 3D.

Designed, developed, and programmed a custom electronics game kit for small interactive games. Currently in the process of developing it into a hobbyist kit with the intent of selling it on online electronics distributors such as DigiKey, Jameco, or SparkFun.

## Volunteer Work

**RTX Austin** – *Austin, TX*                                          Jul. 2017 & Aug. 2018
*Tech Guardian Volunteer*

As a Tech Guardian volunteer for RTX, I worked with the Rooster Teeth staff and other tech guardians in setting up the gaming machines and equipment for Center Stage. I also helped to setup stream equipment for queueing areas and the live streaming equipment for the live panels. During the event, I ran video switching for live panel rooms that were streamed through Twitch (using OBS Studio).

## Education

**ITT Technical Institute**

Bachelor of Science in *Digital Entertainment & Game Design*          Jun. 2010 to Mar. 2012
Associate of Applied Science in *Visual Communication*                Jun. 2008 to Jun. 2010

Graduated with a 3.83 GPA and received Highest Honors and Perfect Attendance. Accepted into the Alpha Beta Kappa Honor Society and the National Technical Honor Society for maintaining a high-grade point average throughout my education.