Jamison Jerving

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Seeking a position in…

Programming / Software Engineering

I am currently seeking a long-term position as a Programmer / Software Engineer. I have over twelve years of computer programming experience which includes three years of professional programming experience and four years of independent development experience. I have a strong understanding of object-oriented programming concepts, low-level programming (C++ and assembly), graphics systems, Software Version Control, and basic self-taught electronics embedded applications programming.

Technical Skills

Languages	C++, C#, ActionScript 3.0, UnrealScript, XML, JavaScript, HTML5, PHP
Engines	Unity, UDK, Unreal Engine 4, 3d VIA
Tools	Adobe AIR, Photoshop, Illustrator, Premiere, After Effects, Flash Pro, Flash Builder, Dreamweaver, Visual Studio
Additional Software	3ds Max, SVN, PhoneGap

Professional Experience

Almon Inc. – *Waukesha, WI*   August 2011 - Present
Programmer

My responsibilities included developing interactive training applications for heavy equipment manufacturers such as John Deere, AGCO, Vermeer, and Fairbanks that utilized 3D sequenced animations. Applications included utilizing electrical, hydraulic, pneumatic, and mechanical simulations to aid training students without the need for requiring heavy equipment on-site. Applications were developed for multiple platforms such as iOS, Android, Windows, and Tablets.

- Develop cross-platform desktop and mobile applications using Flash / Adobe AIR
- Develop fully interactive 3D simulations using Unity 3D and 3D VIA
- Develop desktop and web applications for personnel use by the company such as employee directory and company website
- Maintain and develop programming utilities for use by the programming team
- Developed the programming stylesheet

Polygon Byte LLC – *Waukesha, WI*   August 2013 - Present
Owner & Programmer

Polygon Byte is my small, indie game development studio in Wisconsin. I have released two self-published games for Android and iOS phones and tablets.

- Developed small games for phones and tablets
- Design and develop the art for the games
- Used Flash / Adobe AIR to develop iOS and Android games for phones and tablets

Education

ITT Technical Institute

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

Projects

LEEC-Lite Simulator

The LEEC-Lite simulator is an application that was developed for Fairbanks Morse Engine at Almon Inc. It allowed students to learn how to make electrical adjustments for a naval ship engine. The application simulated the usage of Fairbanks Morse Engine's software (LEEC-Lite) as well as tools such as a Fluke Multimeter, Fluke Calibrator, and a Gauge Calibrator. The application was developed with ActionScript 3.0 and Adobe AIR for desktop PCs.

Pawnee Tillage Simulator

John Deere wanted a lightweight application for students to learn about a Pawnee Tillage implement. At Almon Inc., I created an HTML5 web application for the Pawnee Tilage simulator which included a pre-rendered 3D model rotation and features & benefits of the implement and tank. The application was developed for desktop, iPhone, iPad, and Android tablets.

SPS 4 Series Sprayer Simulator

The SPS 4 Series Sprayer simulator was an application developed for John Deere at Almon Inc. The application included a pre-rendered 3D model rotation with features & benefits, a planting simulation showing the relation between ground speed and seed spacing, and a GreenStar display simulator. The GreenStar display simulator was the largest portion of the application as it simulated the software that runs on the display unit inside John Deere tractors for controlling the Sprayer. It included navigation, nozzle selection, and application rate simulation. The application was developed with ActionScript 3.0 and Adobe AIR.

Galactic Attack

Galactic Attack is an 8-bit retro-space shooter that I developed for the iPhone and iPad using Unity and C#. The game was released on the iOS App Store during September of 2014.

Chains

Chains is a simple puzzle game that was developed with Adobe AIR and ActionScript 3.0 primarily for iOS but it was also released on Android and available to play in a web browser. The mobile version is the second iteration. The original game was developed for the Xbox 360 Indie games and also for Windows. The original game was developed using C# and XNA.