

# Jackson Kraft

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## SOFTWARE PERFORMANCE ENGINEER

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### PERFORMANCE OPTIMIZATION | OBJECT-ORIENTED

I am a software developer looking to continue growing my skills in programming, and specializing in user-experience development and object-oriented programming. Playing games was my passion until I figured out how games were made. Now, I'd rather write functions than play *Call of Duty*

## EDUCATION

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### Wichita State University - Wichita, KS

Bachelor's Degree in Game Design – Gameplay Programming, 05/2024

Overall GPA: 3.74

- Coursework focused on bringing game design principles into a real-time environment, creating and adapting code for ease of implementation, and optimizing performance for play on a variety of hardware options.
- *Capstone Project: I led a team of 20+ students in a multi-semester capstone project dedicated to recreating the gameplay of Arkane Studios' Dishonored using C++ and blueprints within Unreal Engine and achieving consistent performance across a variety of hardware specifications.*
  - Languages Utilized: C++, C#, visual scripting
  - Software Tools Utilized: Unreal Engine, Unity Engine, Visual Studio, Git

Minor in Computer Science, 05/2024

- Coursework focused on the understanding and application of data structures and algorithms, as well as the application of various programming styles.
  - Languages Utilized: C++, F#, SWI-Prolog, Java, Python
  - Software Tools Utilized: Visual Studio, Git, Visual Studio Code

### Johnson County Community College – Overland Park, KS

Non-degree seeking – Concentration in Computer Information Systems, 05/2025

GPA: 3.8

- Supplementary to my Minor in Computer Science, this coursework also focused on the understanding and application of data structures and algorithms.
  - Languages Utilized: C#, C++, Python
  - Software Tools Utilized: Visual Studio Code, Replit, Git

## SKILLS

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- Microsoft Office Suite
- Git, Perforce
- Object-oriented programming
- C++, C#, Java, JavaScript, F#, Python
- Visual Studio, JetBrains IDE, VS Code
- Windows, iOS, Android development

## WORK EXPERIENCE

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**Programmatis** – *Kansas City, KS*

07/2024 - Present

### Support Engineer

I fulfill flexible roles based on company and client needs. Most recently, I've been tasked with user experience updates and development of universal functionalities to make project updates easier to implement.

- Languages Utilized: JavaScript, CSS, HTML, PHP
- Software Tools Utilized: Git, Visual Studio Code

**Shocker Studios** - *Wichita, KS*

08/2022 – 06/2024

### Equipment Specialist

I acted as a project coordinator between game designers, filmmakers, and audio producers, and maintained film and audio equipment to ensure smooth project production cycles, with a focus on virtual productions and pre-production.

- Software/Hardware Tools Utilized: Unreal Engine, Black Magic, Aperture, Zoom

**United States Air Force** - *Wichita, KS*

06/2021 – 08/2021

### UI Experience Developer

As part of a collaboration between the United States Air Force and Wichita State University, I was tasked with user-experience development within a virtual reality recreation of a Boeing KC-46 cockpit for pilot training modules.

- Language Utilized: C#
- Software Tools Utilized: Git, Visual Studio, Visual Studio Code, Perforce, Jira