

Jackson Kraft

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GAMEPLAY PROGRAMMER

UNREAL ENGINE | C++ | GAMEPLAY OPTIMIZATION

I'm a game developer with an affinity for combining exciting combat with dynamic movement, aspects of fantasy and science fiction, and a deep passion for exploring the limits of physics within gameplay experiences.

EDUCATION

Wichita State University - Wichita, KS

08/2020 – 05/2024

Bachelor's Degree in Media Arts – Concentration in Game Design, 05/2024

- Senior capstone: *Dishonored* Mechanic Recreation
 - C++, Node Scripting used primarily for recreating mechanics within Unreal Engine.
 - GitHub, Slack, Microsoft Excel used for team communication and organization.
 - Optimization was assisted by Unreal Engine gameplay profiling tools.

Minor in Computer Science, 05/2024

- Utilized C++, F#, Python, and SWI-Prolog to complete course assignments.
- Familiarity with Visual Studio, Dot.NET, Windows Powershell.
- Completed programs utilizing the object-oriented and functional approaches.

Minor in Creative Writing, 12/2023

- Coursework focused on collaboration, implementing feedback loops, and structure organization.

Certificate in Animation, 05/2023

- Animation work was completed using Autodesk Maya tools.
- Integrated and developed custom plug-ins using Python for increased workflow efficiency.

SKILLS

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| • Unreal, Unity Engines | • GitHub, Perforce |
| • Autodesk Maya | • Visual Studio, VS Code, PyCharm |
| • Adobe Creative Suite | • C++, C#, Python, F#, SWI-Prolog |
| • Microsoft Office Suite | • Object-Oriented, Logical programming |

WORK EXPERIENCE

Shocker Studios - Wichita, KS

08/2022 - Present

Equipment Specialist

I act as a project coordinator between game designers, filmmakers, animators, and audio producers, maintain equipment and ensure smooth project production cycles.

- Familiarity with virtual reality hardware and software, including Oculus and Vive.
- Experience maintaining A/V hardware, including Zoom, and Black Magic.
- Involved in pre-production for multiple local and one national film and television projects.

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

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06/2021 - 08/2021

UI Experience Developer

I was involved in a cooperative effort between Shocker Studios and the United States Air Force to develop virtual reality training simulations using C# scripting within the Unity Engine.

- Responsible for programming visual feedback indicators for the trainee
- Developed UI that allowed trainees to select desired protocol simulations.