

# Jeff Zimmer

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[jeffreyzimmer.com](http://jeffreyzimmer.com)

## Experience

### Director of Engineering

Whitethorn Digital

Erie, PA

August 2018 - Current

- Leading the engineering side of the company from pre-revenue to \$1 million+ in yearly revenue
- Successfully built a team of engineers while handling engineering recruitment, mentoring, and resource management
- Working with external development teams to optimize, debug, and successfully launch their games on all major consoles
- Successfully launched multiple titles to all major consoles while adhering to their launch dates
- Gameplay/Systems Engineering on two internal projects currently in development
- Fulfilling software development opportunities that are contracted out to us (C#, JavaScript, python, C++, HTML)
- Created an award winning 360 degree VR video player in Unity for a local orchestra

### Programmer Analyst II

Cleveland Clinic

Cleveland, OH

October 2015 - March 2019

- Full Stack development on an enterprise-wide billing web application used to process \$1 million+ worth of medical charges each day
- Implemented data automation through pulling, merging, and flattening data from multiple database servers (SQL Server & Oracle)
- Developed Client/Server web apps through use of C#, HTML, Javascript and SignalR
- Supported legacy applications with VB6, Python, Perl, and Powerbuilder

## Projects

### Whalefall - Gameplay/Systems Programmer (2019 - 2021)

- In-development JRPG/SRPG hybrid game from Whitethorn built in Unity
- Designed/Developed/Implemented the following areas: turn-based JRPG combat flow (AI/skills/buffs/debuffs), consumable item system, inventory, 3rd person character controller
- Planned out and explained the project structure/coding standards/source control with other disciplines
- Onboarded members across disciplines to the project as well as hiring/interviewing engineering candidates
- Collaborated with artists and musicians to bring their models/textures/animations/sfx into the engine and tied them all together to create usable heroes and enemies

### Console Porting - 2018 - 2021

- Ported 11 games to various consoles (Switch/PS4/XB1/XSX) as well as deployed to various pc storefronts
- Working with small multidisciplinary indie teams to port their games from pc to their desired consoles
- Wrapped in console API for controllers/saving/loading/achievements/leaderboards/etc
- Used CPU/GPU profiling tools to help find bottlenecks and the best opportunities for optimization

### TCGPlayer Price History - 2021

- Personal project built using Python and AWS's RDS that gives me a historical price of products I care about
- Utilized TCGPlayer's developer API to pull product prices nightly and insert them into a database

## Education

Penn State University Erie 2011 - 2015

Software Engineering B.S.

Game Design Minor

## Skills

**Development Languages** - C#, C++, C, Java, VB6, Assembly

**Game Engines** - Unity, Unreal Engine, GMS2, Godot

**Scripting Languages** - Javascript, Python, Lua, PHP

**Database Management Systems** - SQL Server, MySQL, RDS

**Web Development** - AngularJS, React, JQuery, SignalR

## Portfolio

[www.jeffreyzimmer.com](http://www.jeffreyzimmer.com)