



Jesse Lee Humphry

UE4 Blueprints Programmer

Quick and efficient video game developer

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in
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SKILLS

UE4 Blueprints

Prototyping

Gameplay programming

Modular development

Readability

Blueprints Network Programming

CAPABILITIES

UE4 Blueprints
Full Professional Proficiency

UE4 Replication
Limited Working Proficiency

C++ with UE4
Professional Working Proficiency

INTERESTS

C++

Network programming

WORK EXPERIENCE

Gameplay Programmer Symphonic Entertainment

02/2020 - Present
Indie game development company

Achievements/Tasks

- Prototyped and developed gameplay-crucial systems.
- Developed a drone pathfinding component to allow any floating pawn movement-based actors to select from preset paths based on player location and angle.
- Overseeing nativization process to improve memory / game thread performance.

Contact: Bailey Wheatland - bwheatland44@gmail.com

Junior Programmer QuestLabs SPC

03/2021 - Present
Indie game development company

Achievements/Tasks

- Developed a replicated "slideshow" function
- Set up FTP on Azure server and deployed server builds for multiplayer testing
- Worked with MMOKit implementation for database storage of user information (last player location, customization data, etc.)

AI Programmer ER Studios

11/2020 - Present
Indie game development company

Achievements/Tasks

- Tasked to develop AI systems governing party member AI using the Ascent Combat Framework (ACF).
- After removal of ACF, developed AI behavior again under a Lead Programmer using lessons learned during implementation of ACF.

ORGANIZATIONS

Symphonic Entertainment (11/2015 - Present)
Co-founder

PERSONAL PROJECTS

Escape Fracture (07/2020 - Present)

- Developed pawn-switching function that provides level design with interesting puzzle-building options.
- Programmed custom timer component that can run on any actor and dictate behavior on start and end of timer.
- Created actor interaction and dependency via blueprint interface.