JON BOGERT

Gameplay/Graphics/Audio/Tools Programmer

CONTACT

Phone: *Upon request*
Residence: Surrey, BC, Canada
Email: jon@exomorph.games

HARD SKILLS

C/C++
C#
Unity Engine
Unity ShaderGraph
Unreal Engine
DirectX11
HLSL
Vulkan
Visual Studio 2022/2019
MSBuild
GCC
clang
MaxMSP
Photoshop
Blender
Maya
Logic Pro X
Ableton Live 11

SOFT SKILLS

Leadership
Great Communicator
Creative Problem Solving
Efficient
Fast-Learner

ABOUT ME

I am a passionate game programmer with a Bachelor of Science in Game Programming from LaSalle College Vancouver and Bachelor of Music in Composition from the University of British Columbia. These two degrees give me an outlook on both the technical and creative sides of creating games and art. I have extensively studied C, C++ and C# along with use of Game Engines such as Unity and other graphics libraries. Beyond software development skills, I am a natural leader with many leadership experiences under my belt as well as a quick learner, efficient worker, and great communicator.

PROJECTS (more at https://jonbogert.com/)

Neon Cipher (Shipped via Steam/Meta)

Solo Project
C#, Unity, VR, ShaderGraph
- Implemented 3D-tilemap-based map loading with procedural AI Graph creation.
- In-game VR editor for creating and sharing custom levels.
- Used ShaderGraph for nearly all visuals.
- Optimization for Meta Quest 3
- 50 unique puzzle levels with sensible mechanic unlock progression

Polychrome

Lead Programmer/Artist/Composer
C#, Unity, Photoshop, Unity ShaderGraph
- Implemented all player movement among many other systems

Xeph2D

Solo Project
C++, SFML, ImGui, Box2D
- Created GUI 2D engine on top of SFML Graphics Library and Box2D physics library
- Problem solved many implementation details
- Creating a clean presentable user interface with sensible workflow

XephInput (Shipped via GitHub)

Solo Project
C++, XInput, Windows SDK
- Created a low-level input library for Windows including mouse, keyboard, & XInput controller support
- Created Unity-like Input Action System for multi-binding actions
- Used intermediate-advanced C++ techniques such as bit-masking and macro Usage for easier user experience

EDUCATION

LaSalle College Vancouver (2021-2024)

Bachelor of Science in Game Programming
- C, C++, C#
- Game Design
- Software Development
- Game Engines (Unity / Unreal Engine)
- 3D Graphics Programming
- AI Programming

University of British Columbia (2016-2021)

Bachelor of Music in Composition
- Music Theory
- Music History
- Laptop Orchestra (MaxMSP Language)
- Music Composition
- Music Orchestration

WORK & VOLUNTEER EXPERIENCE

Janet Wang Studio (2023-2025)

"The Celestials" VR Experience
- C#, Unity, ShaderGraph
- Project Management
- Gameplay & Systems programmer
- Technical Artist
- Organized a small team of programmers, artists and designers
- Layed-out foundational programming systems
- Created all shaders required for the project

L'aromas Coffee (2020-2021)

Shift Supervisor/Manager
- Used effective and pleasant communication with customers
- Problem solved and resolved issues between staff and customers
- Showed consistent production of high-quality product

UBC EDM Club (2017-2020)

VP Internal/President
- Organized internal and public events
- Leaded a team of executive members to organize the club

Royal Canadian Air Cadets (2011 - 2016)

Staff Cadet/Squadron Deputy Commander
- Taught various topics such as Theory of flight, Survival skills, Leadership, and Music Theory
- Received the Top Instructor Award
- Was responsible for the well being and organization of large groups of cadets
- Was accepted into Glider Pilot/Power Pilot Scholarships and received both licences
- Received Bronze and Silver Duke of Edinburgh award