JON BOGERT

Gameplay/Tools Programmer

CONTACT

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HARD SKILLS

C/C++
C#
Unity Engine
Unity ShaderGraph
DirectX11
HLSL
Visual Studio 2022/2019
MSBuild
GCC
Clang
Premake5
SQL
Git
GitHub
Photoshop
Blender
Maya
Logic Pro X
Ableton Live 11

SOFT SKILLS

Leader
Great Communicator
Creative Problem Solver
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 game engines such as Unity. 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)

DYS_CRYPTION
Solo Project (April 2024 – June 2024)
C#, Unity, Virtual Reality, Blender
- Implemented all third person and first person interaction
- Created all 3D assets in Blender
- All visuals created using Unity ShaderGraph
- Music and sound effects created and edited using Ableton Live

Don't Make Me Laugh
Lead Programmer (January 2024 [one week])
C#, Unity
- Implemented all programming systems

Polychrome
Lead Programmer/Artist/Composer (January 2023 – December 2023)
C#, Unity, Photoshop
- Implemented all player movement among many other systems

Xeph2D
Solo Project (September 2023 – Present)
C++, SFML, ImGui
- Created GUI 2D engine on top of SFML graphics framework
- Problem solved many implementation details
- Creating a clean and presentable user interface with sensible workflow

XephInput
Solo Project (June 2023 [three days])
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
- Algorithms and Data Patterns
- Game Engines (Unity / Unreal Engine)
- Gameplay Programming
- 3D Graphics Programming
- AI Programming
- Database Programming (SQL)
- Concurrency and Parallel Programming
- Network 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 (2023-2024)

Untitled VR Experience
- Project Management
- C#, Unity, ShaderGraph
- 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 the bronze and silver Duke of Edinburgh award