Jared Paul Slawski

Digital Portfolio: https://jared-slawski.com

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EMPLOYMENT

Software Engineer – *Zynga*, San Francisco, CA (August 2016 - Present)

Extensively work in both C#/Unity and PHP/Hacklang to develop and maintain new and existing features for Zynga Poker on Android, iOS, and WebGL. Completed features include an upgraded progression system, a purchase incentive feature, a streamlined player surfacing framework, and dynamic loading screens used for special in-game events. Currently working on a new critical player-facing feature to be released in a future update.

Software Engineer Intern – *Zynga*, San Francisco, CA (June 2015 – August 2015)

Collaborated with other interns to design and develop a new feature for Zynga Poker's mobile client using C#/Unity and Javascript. Also implemented data-tracking and bug fixes for an incentive system on Poker's web client in Actionscript3.

Software Development Intern – *Thomson Reuters*, Dexter, MI (May 2014 – August 2014)

Worked heavily with C# to develop frontend features and UI for Accounting CS software. Also developed backend database queries for accounting report templates using C# and XML.

EDUCATION

University of Michigan, Ann Arbor, Graduated April 2016 (GPA: 3.3 / 4.0)

- Bachelor's in Computer Science Engineering
- Minor in Asian Languages and Culture (Japanese)

Doshisha University, Kyoto, Japan, September 2014-December 2014

- Extensively studied the Japanese language, as well as the history of Japanese art and cinema. Lived with a host family and spoke Japanese on a daily basis.

PERSONAL PROJECTS

- **Knit Worth** (C#/Unity) **–** *April 2019*

  A fast-paced high-score action game with a cartoonish sense of humor. Poke at various brain synapses when they light up and maintain a combo as the clock ticks down. A Ludum Dare game jam entry that ranked in the top 50 in multiple categories, including 3rd in Humor, 20th in Innovation, and 43rd overall (out of over 1800 entries).

- **Orbitunes** (C#/Unity) **–** *April 2017*

  A physics-based music generation toy. Launching asteroids into orbit produces a variety of sounds depending on the asteroid's type and distance from the center of the screen. Development involved basic orbital physics, a self-correcting metronome, and run-time audio pitch modulation.

- **B.U.L.L.E.T.H.E.L.L** (C#/Unity) – *January 2016 – August 2016*

  A competitive multiplayer bullet-hell game. Includes 5 unique ships with various weapons, including black holes, beam attacks, bullet reflectors, shields, and other complex bullet patterns. Basic AI was also developed to dodge a player's bullets by "looking" at its surrounding area and quickly choosing the least dangerous path to escape.

- **Splattershot** (C#/Unity) – *February 2015 – April 2015*

  A 2D competitive multiplayer shooting game. Developed player movement and shooting mechanics, as well as implemented a variety of randomly-generated power-ups. Took 1st place in a class showcase and was featured in the GameTasting event during Indiecade 2015.

- **Metroid (Redux)** (C#/Unity) **–** *January 2015*

  A reverse-engineered remake of the classic NES version of Metroid. Created a custom physics engine, character control mechanics, and 5 unique enemy AI. Also created a custom level and mechanic as an add-on to the original game.

- **Fridge Fling** (GML/GameMaker) **–** *February 2014*

  A 2D physics simulator developed to teach kids the basics of projectile physics. Players can adjust the launch angle, thrust, gravity, and object to launch, with the goal of hitting a target. Objects range in mass from a small baseball to a refrigerator. Developed in 48 hours for a "Games for Good" educational game jam at the University of Michigan.