JEREMY KANE BAGGETT

• SOFTWARE DEVELOPER • CONSOLE GAMES • PC GAMES • MOBILE • WEB • VR •

CONNECT

Name
Jeremy Kane Baggett

Location
Gregg County, Texas

Phone
940-435-3094

Email
Jeremy@OliveHoneyDev.com

Website
OliveHoneyDev.com

Linkedin
/in/jeremy-baggett-0883173/

GAME TITLES

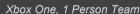**Primal Hunt Roblox**
(Released May 2023)
Roblox, 15+ Person Team

Primal Hunt VR
(Released Jan 2023)
Oculus, Vive, Pico, 15+ Team

Plague Inc: Evolved
(Released Nov 2015)
Xbox One, 1 Person Team

CastleVille
(Released Nov 2011)
Web, 30+ Person Team

Tetris Party Challenge
(Publisher dissolved)
XBLA, 2 Person Team

Roogoo Twisted Towers
(Released Jun 2009)
Wii, 5 Person Team

Roogoo
(Released Jun 2008)
PC, XBLA, 5 Person Team

Ready 2 Rumble
(Completed Aug 2007)
BREW, 5 Person Team

Club DJ
(Completed Sept 2006)
Nokia N91, 6 Person Team

TECHNOLOGY ENGINEERING EXPERIENCE

2022 – Now   **Phaser Lock Interactive**   *Generalist Programmer (remote)*
- Added performance updates to meet fps and memory targets
- Built debugging HUD for visualization, stats, auto scenario setup, & A/B testing
- Developed cross platform **VR** controller, camera rig, & hardware events system
- Developed rotation solvers for VR controller and weapon interactions
- Added automated build tools to support conflicting XR APIs in a common project

2020 – 2022   **Olive Honey Dev.**   *Full Stack Programmer (remote)*
- Adopted project from Leaders & Co., performed server migration & maintenance.
- Added automated health checks & flexible bulk customer data import tools.
- Provided technical/ramp-up support for additional teams, migration to **Odoo** 14
- Added auditing & correction tools for billing, payroll, email, & geocoding.

2016 – 2020   **Leaders & Co.**   *Full Stack Programmer (remote)*
- Added custom **MySQL** queries, reports, & UI in **JavaScript** for logistics app
- Performed debugging, refactoring, & additions to backend in **PHP**
- Added automated testing via **Selenium**, experiments system for A/B testing
- Added customer feedback & password reset, geo region generation systems
- Created custom **Odoo** add-on for multiple payment profiles, color coded invoices, batch emails & payment processing, custom refund handling, prepaid & 'overflow' invoice types, & custom reporting in **Python**
- Migrated customer & payment data from Quickbooks to Odoo & payment gateway, added automatic invoice creation & customer sync from logistics app

2014 – 2016   **Ndemic Creations**   *Xbox One Programmer (remote)*
- Ported existing **Unity / C#** PC game to Xbox One, integrated LIVE features
- Reverse engineered & ported 3rd party FX library, improved shader performance
- Replaced mouse based input w/ custom controller based system
- Ensured game met Technical Certification Requirements, did pre-release QA

2011 – 2013   **Zynga Inc**   *Generalist, Gameplay Programmer*
- Coordinated with data analysts to add performant user statistics tracking in **PHP**
- Added gameplay & marketing features for 3rd party clients (Martha Stewart, Pixar)
- Worked w/ payments team on bug fixes, performance, 3rd party reward systems
- Built system to issue customized offers to users based on stats & behaviors
- Implemented cross-promo & holiday themed game mechanics in **ActionScript**

2006 – 2010   **SpiderMonk Entertainment**   *Gameplay, Engine Programmer*
- Added GPU based font renderer, Unicode support, multiplayer network layer
- Added cross platform math & intersection library supporting fixed point math
- Converted **C++** engine to using non-blocking multi threaded pipeline
- Added cut scene, dialog, tutorial system & mini-games for **BREW** based games
- Optimized code and resources for mobile platforms, ported code base to Wii

SOFTWARE DEVELOPMENT EDUCATION

2005 – 2007   **The Guildhall at Southern Methodist University**
- Wrote multiple 3D graphics engines in **C++** & **C#** with varying rendering pipelines
- Built particle system with simulation, integration, and transforms solely on the GPU
- Built scripting language with a lexer, parser, VM, & auto-binding via dll export table
- Wrote 2D/3D math & intersection library (vectors, matrices, splines, quaternions)
- Created quaternion based animation system using direct (matrix-less) transformation

PRIMARY PROGRAMMING LANGUAGES

C, C++, C#, Java, PHP, Python, Javascript, TypeScript, Lua, HTML/CSS, *SQL