

# Jesse Wood

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## Summary

- Lead Software Engineer with 8 years of mobile development experience
- C/C++, Objective C, Unity/C#, OpenGL, Java, PHP
- Interested in helping design simple solutions to complex problems, working closely with and learning from other disciplines, and wearing any hat necessary to get the job done.

## Employment

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### Lead Software Engineer

#### Storm8 Studios

2010 – December 2016

Spearheaded Studio Technical Improvements:

- OpenGL ES graphics engine running all Android and iOS games
- Engine and production toolsets, including asset managers, level designers, special effects editors
- Exploration of new markets, including the Android platform and casual games
- Convinced executive leadership to move the company to Unity for cross platform development, ultimately saving the company \$1 million for each new game released and cutting development time in half

Provided Technical Leadership:

- Grew and led a team of Graphics Engineers and Technical Artists to expand our graphics API, write game features, monitor and improve performance, and provide tools and set up pipelines for game engineers, producers, artists, and game designers
- Prototyped a working version of Bubble Mania in just over a day, paving the way to be first to market with one of our most successful games
- Led development of our first Unity game to prove its viability as a replacement platform for our native engine
- Was hand picked by the CEO to lead engineering in our new Prototyping team and work with our Creative Director to create Storm8's next gen casual game

Worked Across Disciplines:

- Saved Restaurant Story 2 from being cancelled a year into development by providing a technical solution that improved user retention by 8%
  - Provided oversight and helped plan construction of art assets across dozens of titles to help the art team achieve their vision while keeping within the technical limits of mobile devices
  - Worked with product to provide better metrics on performance trends that helped identify sources of user retention drop
  - Pushed for development of a Prototyping team with the goal of improving our creative process and reducing development costs.
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### Software Engineer / 3D Artist

#### Onyxx Design

2007-2010

- Provided graphics, software development, rendering, and/or game design services to Hasbro Games, Ying Leung Itl, ECPD, Six Hands Marketing, and other Toy & Games companies

- Designed, developed, and released 4 indie iOS titles
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## Software Engineer / 3D Artist

### East Coast Product Design

2000-2007

- Created software prototypes and 2D and 3D renderings of product designs for over a hundred toy and game concepts
- Designed and engineered a prototype for the “Magical Moments” game, helping land a valuable business relationship with Disney
- Was flown to Hong Kong to work with Ying Leung International for 2 months to successfully bring Disney’s Magical Moments game back on schedule.

## Skills

## Interests

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|-------------------------------------|---------------------|
| • C/C++, Objective C, C#, Java      | • Machine Learning  |
| • OpenGL, Graphics Engines, Shaders | • Music Composition |
| • Rapid Prototyping                 | • Visual FX         |
| • Game Engines                      | • Robotics          |
| • Pipelines, Tools                  |                     |
| • Photoshop, Cinema4D               |                     |