

## Summary

**Senior Unity / C# Software Engineer**  
multiple published games, team lead.

## Code portfolio

<http://josephjacir.com/code>

## Skills

### Development:

·Game production programming	·Unity	·HTML5 / CSS	·Team leadership
·Tool creation for artists	·C#	·SQL	·Software architecture
·Blockchain	·Javascript (ES6)	·Graphical effects	·Technical design
·Ethereum / Solidity	·git / SVN / Mercurial	·Web stack	

### Other Skills:

Professional experience as animator, effects artist, motion graphics, CG generalist. Video editing, teaching, and documentation translation experience.

### Languages:

English – native. French – fluent, work experience.  
Japanese – conversational, work experience.

### Work Authorizations:

United States (citizen), previously Japan (engineer visa)

## Experience

**Senior Software Engineer, Team Lead** Tricky Fast Studios, Boston MA; November 2016 – present

- Lead developer, Poptropica Worlds ([www.poptropica.com/worlds/play](http://www.poptropica.com/worlds/play))
- Gameplay features / tools development, evaluating engineering approaches & external tech
- Oversaw team of 11 internal and client engineers, plus offshore development
- Design and architectural consultation for blockchain game project, Chimaera ([chimaera.io](http://chimaera.io))
- Technical consultation for pitches and business development

**Senior Game Developer** Game Closure, Tokyo Japan; March 2018 – June 2018 (contract)

Worked with messaging platform Line and studio Game Closure to port Disney Tsum Tsum to an extremely lightweight, fast-loading Facebook Instant game. Used Game Closure's proprietary WebGL/Javascript-based engine. Consistently one of the top games on Messenger.

**Unity/C# Game Developer**, freelance, various clients, April 2015 to November 2016

- Developed gameplay, graphics and effects code, and content creation tools for mobile games and pipelines.
- Worked with large and small developers on several titles for iOS and Android. This has included an internationally-recognized children's brand, as well as Comcept, the studio of Mega Man creator Kenji Inafune, and Tricky Fast (see above).
- Titles include Saphirus (Japan), Heroes of Destiny (Japan), and Poptropica (US). Some titles remain under NDA.

**Technical Animator and Developer**, Pokelabo Inc.; Tokyo, Japan; April 2013 – April 2015

Games included:

- Cross Summoner (Eng: Final Sky)*    ·*Sangoku INFINITY*    ·*Sword of Phantasia*
- Guardian Battle (Eng: Immortalis)*    ·*Samurai Kingdom*    ·*Monster Paradise*
- Several collaborative projects with companies such as Gree, Square Enix, and Sega.*

Duties:

- Developed in-house art/pipeline tools to streamline our production process.
- Graphics-related and production code on several of Japan's top-ranking mobile social games.
- Created short animated scenes, as well as in-game character and effect animation.
- Performed research and development, ideation, and made practical mockups for new and existing projects. Work was conducted in Japanese only.

Tools I created in this role:

- improved mobile performance (standard framerate 30fps+)
- reduced artist hours spent on repetitive tasks, in some cases by a factor of hundreds
- provided automated human error prevention and correction, reducing bugs
- extended the capabilities of Unity for artists. In particular, I created an asset management system for sharing assets, comprising a Unity editor script, web frontend, and cloud database.

**CG generalist, Artist & Tech**, freelance, various clients, New York, NY; September 2007 to April 2013

I created animation, motion graphics, visual effects, and developed relevant tools on projects for mobile, web, games, broadcast, commercials, and film. Worked with brands and clients that included:

- Rock Band (games)    · Volkswagen    · Discovery Channel    · CMT
- THQ    · Bosch    · Mariah Carey    · Halls cough drops
- Nick Jr. / MTV    · Pepsi    · Shania Twain    · Yankees Entertainment and Sports
- Film *Tower Heist* (2011) starring Ben Stiller, Eddie Murphy, Alan Alda, Matthew Broderick
- Film *Shanghai* (2010) starring John Cusak
- Film *Vanishing on 7<sup>th</sup> St.* (2010) starring John Leguizamo, Hayden Christensen

Deliverables were usually video or animation assets, but I would frequently use a number of tools I developed to create these.

Much animation is driven by code I produced. For example, automated animation of dozens of boats bobbing on water in the film *Shanghai*. Automation tools for collaborating team members. Much of my work on mobile games also includes production code, especially dealing with graphics, particles, and effects.

## Education

**Rochester Institute of Technology**                      Rochester, NY  
School of Film and Animation  
**BFA** May 2007    Major: **Film and Animation**                      Minor: Arabic Language  
**GPA: 3.7**                      Graduated with **High Honors**                      **Dean's List** every year

## References

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