

## 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#	·Go (golang)	·Software architecture
·Ethereum / Solidity	·Javascript (ES6+)	·Graphical effects	·Technical design
·Domain-specific languages (Adobe, Autodesk tools, etc.)	·git / Perforce / PlasticSCM versioning	·Web stack	·Project estimation

### Other Skills:

Professional experience as animator, effects artist, motion graphics, CG generalist. Teaching, technical writing, 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](http://www.poptropica.com))
- Individual contributor on projects/brands: [Star Trek](#), [Outer Wilds](#), collaboration with Unity itself, etc.
- Oversaw team of 11 internal and client engineers, plus offshore development
- Authored and evaluated technical design documents
- Project estimation, reputation for accuracy
- Gameplay features / tools development, evaluating engineering approaches & external tech
- Design and architectural consultation for blockchain game project [Treat Fighter](#) on [Xaya](#)
- Technical consultation for pitches and business development
- Interviewer and member of hiring committee
- Many other projects – some under NDA

**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
- Volkswagen
- Discovery Channel
- CMT
- (games)
- 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 Cusack
- 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**

**GPA: 3.7**

Graduated with **High Honors**

Minor: Arabic Language

**Dean's List** every year

## References

### Mike Handverger

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### Dave Cham

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### Giuseppe Parisi

Project Manager, DICO Co., LTD

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### Shota Suzuki

(Japanese language only)

Creative Dept. Head, Pokelabo

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