

Summary

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

Code portfolio

<http://josephjacir.com/code>

Skills

Development:

·Game production programming	·Unity	·Graphical effects	·Team leadership
·Tool creation for artists	·C#	·Go (golang)	·Software architecture
·Ethereum / Solidity	·Javascript (ES6+)	·Web stack (HTML, CSS, Lambda	·Technical design
·Domain-specific languages (Adobe, Autodesk tools, etc.)	·git / Perforce / PlasticSCM versioning	functions, Next.js, React, npm, etc)	·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)
- 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
- Console, mobile, and PC game ports
- Gameplay features / tools development, evaluating engineering approaches & external tech
- Technical consultation for pitches and business development
- Interviewer and member of hiring committee
- Many other projects – some under NDA. CLI app in Go for payments API, tvOS frontend for home automation, and more
- Both self-directing and collaborative. Strong ability to take initiative

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 Cusak
- Film *Vanishing on 7th 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 (Computer animation concentration)

BFA May 2007

Major: **Film and Animation**

Minor: Arabic Language

GPA: 3.7

Graduated with **High Honors**

Dean's List every year

References

Mike Handverger

President, Tricky Fast Studios

mike@trickyfast.com

+1 (857) DIAL-TFS

Ben Milstead

Senior Engineer, R&D Tech Lab, Netflix

bmilstead@netflix.com

Dave Cham

Chief Operations Officer, Tricky Fast Studios

cham@trickyfast.com

+1 (857) DIAL-TFS

Shota Suzuki

(Japanese language only)

Creative Dept. Head, Pokelabo

[LinkedIn](#)