

Gerald (Jerry) Kaufman

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SKILLS

- Technical:** C++, C#, Java, Unity Game Engine, Unreal Engine (UE), Git, Git LFS, SVN, Jira, Confluence, Microsoft Excel, Excel Pivot Tables, OpenGL/GLSL
- Personal:** Conversational Spanish, Agile Leadership

EDUCATION

Bachelor of Science (BS) in Game Programming, Applied Mathematics Minor Completed May 2026
CHAMPLAIN COLLEGE., Burlington, VT **GPA: 3.62, Dean's List**

PROFESIONAL EXPERIENCE

Software Developer Independent Contractor

OVR TECHNOLOGY., Burlington, VT May 2025 – July 2025

- ◆ Developed custom gameplay mechanics for a Minecraft mod that integrates OVR's Omara Device smell technology into a cohesive experience for players.
- ◆ Collaborated with industry members across different disciplines to produce a Minecraft Adventure Map utilizing level design, NPC dialogue systems to create interactive and immersive experiences.

Programming Engineering Intern

BUDDERFLY INC., Shelton, CT May 2024 – June 2024

- ◆ Led the software development for a Java application that allowed the ability to program commercial air conditioning units.
- ◆ Developed a **Patent Pending** (19,553,202) tool that by end of internship was cited to reduce manual programming time by 90% and reduced error rate by 100%

PROJECTS

Lead Programmer (Enemy AI & Tools)

WITH IT WE LEAVE Jan 2026 – May 2026

- ◆ Onboarded as Enemy AI Programmer, reconstructed Enemy AI from the ground up to bring life to a key part of core gameplay loop. Developed using UE's State Tree, focusing on creating an expansive perception system, all with consistency in mind.
- ◆ Produced Git LFS repo framework to support capstone team of 16, utilizing pull requests for quality assurance.

Lead Programmer (System & Tools)

PURRSUIT Aug 2025 – Nov 2025

- ◆ Created cross-discipline tools to allow variations of hexagons for level design, tools to allow artists to easily customize the player characters' materials using UE's Data Tables.
- ◆ Designed documentation to visualize and illustrate debugging options and system architecture

Lead Programmer (Network & Tools)

BURNTOWN Jan 2025 – Apr 2025

- ◆ Created a viable prototype within 10 weeks for the Ubisoft Game Labs Competition
- ◆ Networked gameplay mechanics and created a framework for networking architecture utilizing Photon Fusion, creating a custom lobby system with code randomization and a custom UI based keyboard for joining.