

Jasper Tucker

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Portfolio: jaspertucker.com

Experience

AR/VR LEAD & SENIOR DEVELOPER, DALI LAB | 09/2022 – 06/2024

- Led a team of 5 developers alongside designers and a PM on an NSF-funded VR application exploring the representation of other animals' vision and senses
- Brought the development of the lab's longest held project to a completed state and led its launch on App Lab for Meta Quest 2 and 3
- Responsible for all aspects of 3D development in the lab, including mentoring and onboarding new members, conducting workshops, sourcing projects from partners, and hiring new 3D/AR/VR developers

GRADUATE RESEARCHER & TEACHING ASSISTANT, DARTMOUTH COLLEGE | 09/2023 – 06/2024

- Assisting students in creating music generation systems in course Music and AI for Spring 2024 term
- Conducted graduate research on generative music composition for games, building systems in C++

TECHNICAL ASSOCIATE, SONY IMMERSIVE MUSIC STUDIOS | 06/2023 – 08/2023

- Developed music-centric experiences in Unreal Editor for Fortnite and Verse, showcased to Sony executives
- Created and documented pipelines for downscaling assets from high production music videos for UEFN
- Co-created the only intern project released by the studio, and was one of the only two non-USC interns ever

Education

DARTMOUTH COLLEGE | MS, COMPUTER SCIENCE AND DIGITAL ARTS | 08/2022 – 06/2024

- Completed coursework in Algorithms, Machine Learning, 3D Digital Modeling, and more, acquiring 4 academic citations from various professors

BATES COLLEGE | BA, GAME DESIGN, MUSIC | 09/2018 – 05/2022

- Phi Beta Kappa, *magna cum laude*, 3.93/4.0 GPA
- Created interdisciplinary major to study game design alongside a second major in music
- Played and studied cello, piano, and music theory + composition
- Rowed all 4 years, in first varsity 8 for 2 years competing at national level

Select Projects

ANIVISION, UNITY | 09/2022 – 06/2024

- Led the development of the project by defining its scope, implementing key features, conducting over 30 playtests, and organizing tasks among team
- Profiled and improved the bottlenecks on performance to improve the app's frame rate by over 100%
- Met with external partner board to represent development team in major decisions

MOVEMENTS, UNREAL ENGINE 5 | 03/2023 – 06/2023

- Collaborated with an artist and technical artist to create a music-driven desktop game exploring gamified synesthesia within a condensed 10-week timeframe
- Played a dual role as a developer, creating all main functionalities in C++ and Blueprints, and a composer/sound engineer, creating all audio elements with Logic Pro

IN THE DARK, UNITY | 03/2020 – 08/2021

- Independently conceptualized, developed, and launched a 2D metroidvania built in Unity on Steam, dedicating over 18-months to the project
- Orchestrated all parts of production, creating pixel art, composing music and sound effects, programming, and shaping the overall design, while also integrating Steam Achievements and controller support
- Created and shipped a demo and marketed self-produced trailers on social media platforms

Skills and Software

C#, C++, C, Python, Blueprints, Verse, Unity, Unreal Engine, UEFN, Maya, Logic Pro, Finale, Jira, Visual Studio, VS Code, Game Design, Game Development, Music Theory/Composition, Pure Data, Sonic Pi

Select Awards/Honors

- Recognized as Outstanding Graduate Teacher at Dartmouth College | 04/2024
- Top 5% in GMTK Game Jam with over 6000 entries | 06/2022
- NESAC All-Academic, IRCA Scholar Athlete at Bates College | 09/2019 – 05/2022
- Performed at Carnegie Hall with Norwalk Youth Symphony | 06/2018