

Jasper Tucker

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Experience

SOFTWARE ENGINEER, GENIES | 10/2024 – PRESENT

- Owning core features for our released [Unity Avatar SDK](#) from design to implementation and actively supporting live developers as an official Unity Verified Solutions Partner
- Managing timelines and product decisions with both internal and external teams, and delivering native libraries to our tier 1 partners
- Integrating with **native C++ plugins, backend APIs, and Unity package systems**
- Delivered production features under **rapid release cycles** for major milestones (e.g., Unite 2025)

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

- Led a team of 10 engineers/designers/PM as a grad student to develop an NSF-funded VR app in Unity
- Directed development and successfully launched the lab's **longest-running project** on Meta Quest App Lab
- Architected and implemented **core gameplay systems in C#**, contributing to performance, usability, and iteration speed
- Represented the development team in meetings with external partners, influencing product direction and technical decisions

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

- Developed interactive **music-driven experiences** using Unreal Editor for Fortnite (UEFN) and Verse
- Co-created the **only intern project selected for release**, demonstrating production-quality gameplay and technical execution

Education

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

- Wrote master's thesis on **Generative music systems and comparative analysis of AI models**
- Graduate Researcher & Teaching Assistant — *Music and AI*

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

- **Phi Beta Kappa**, Magna Cum Laude (GPA: 3.93)
- Varsity Rowing (First 8); NESCAC All-Academic; Cellist and Pianist (finishing total 14 years of music study)

Other Projects

MUSIC-DRIVEN UE5 EXPERIENCE

- Collaborated with an artist and technical artist to build an interactive experience in Unreal Engine 5
- Contributed as **gameplay engineer and composer/sound designer**, integrating audio with gameplay

INDEPENDENT GAME (2D METROIDVANIA, STEAM RELEASE)

- Designed, developed, and shipped a full game independently over ~18 months
- Built gameplay systems, tools, and all content, demonstrating full-cycle development ownership

Skills

Languages & Engines: C#, C++, Python, Unity, Unreal Engine (UE5, UEFN), Verse

Systems & Tools: Git/GitHub, Jira, Claude Code, Cursor, Logic Pro, Sonic Pi

Select Awards/Honors

- **Outstanding Graduate Teacher**, Dartmouth College (2024)
- **Top 5%**, GMTK Game Jam, 6,000+ entries (2022)
- NESCAC All-Academic & IRCA Scholar Athlete (2019-2022)