Jasper Tucker
Gameplay Developer/Engineer

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Portfolio: jaspertucker.com

Experience

AR/VR LEAD + SENIOR DEVELOPER, DALI LAB | SEP '22 – PRESENT
· 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 developers

TECHNICAL ASSOCIATE, SONY IMMERSIVE MUSIC STUDIOS | JUN '23 – AUG '23
· Developed music-centric experiences using UEFN (Unreal Editor for Fortnite) and the Verse programming language, presenting final project 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
· Worked closely with other associates, core staff, and management to create product and assist on other core projects, reporting directly to the studio head

Education

DARTMOUTH COLLEGE | MS, COMPUTER SCIENCE AND DIGITAL ARTS | SEP '22 – JUN '24
· Conducted graduate research on algorithmic and generative music composition for games, building systems with classical artificial intelligence and rule-based methods implemented in C++
· Completed coursework in Algorithms, Artificial Intelligence, Music and AI, 3D Digital Modeling, and more, acquiring 4 academic citations from various professors

BATES COLLEGE | BA, GAME DESIGN, MUSIC | SEP '18 – MAY '22
· 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 | SEP '22 – PRESENT
· Worked as a senior developer with other developers, designers, and project manager on an NSF-funded VR application exploring the representation of other animals' vision and senses
· Profiled and improved the bottlenecks on performance to improve the app's frame rate by over 100%
· Led the development of the project by defining its scope, implementing key features, conducting over 30 playtests, and organizing tasks among team members

MOVEMENTS, UNREAL ENGINE 5 | MAR '23 – JUN '23
· 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 | MAR '20 – AUG '21
· 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

Select Awards/Honors

· Offered 30% academic scholarship at Dartmouth | Sep '22
· Top 5% in GMTK Game Jam with over 6000 entries | Jun '22
· NESCAC All-Academic, IRCA Scholar Athlete | Sep '19 – May '22