

# Jonathan Rust – Software Engineer

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## Education

Master of Science, Computer Science  
Bachelor of Engineering, Computer Science

DigiPen Institute of Technology, Redmond, WA  
University of Cincinnati, Cincinnati, OH

August 2012  
June 2010

## Skills

Confident in C++, C#

Experience with Java, Javascript, HTML

Experience with Unity development

Experience with Git, SVN, P4

Experience with Lua, Python

Live mobile game development

## Experience

*Escalation Studios. Dallas, Texas. Software Engineer*

*September 2014 - Present*

- worked on currently unannounced project, programming interfaces with various games
- worked with teams of two to ten people on various Unity projects
- live game development on Eternal Fate, a free-to-play online multiplayer action-RPG, implementing PvP

*TinyCo. San Francisco, California. Mobile Software Engineer*

*August 2012 - July 2013*

- joined as a client-side software engineer on Spellstorm, a free-to-play card-battling game for iOS and Android
- worked on a team of 10-20 programmers, artists, product managers, game designers over its lifetime
- as programmer, worked on many different aspects of the game and core engine – gameplay, UI, graphics, etc.
- ended as the sole programmer on a prototyping team formed for rapid experimentation of mechanics on mobile devices

*DigiPen: Master Game Project II: ...so I ran*

*September 2011 - May 2012*

- first-person parkour game, inspired by Mirror's Edge, written in C++ with two other programmers, two level designers, and three artists
- as game programmer, wrote all movement code, interacting with the BulletPhysics engine, to dynamically recognize and react to geometry in the world – no tagging
- first-person camera that automatically adapts to the actions performed to facilitate the feeling of smooth movement
- as game designer, responsible for designing the main mechanics of the game

*DigiPen: Master Game Project I: Drake Savage: Space Guy*

*January 2011 - May 2011*

- top-down space shooter in the vein of Asteroids/Geometry Wars, with persistent world and planets with gravitational pull
- worked in a team of three programmers
- as producer, scheduled weekly iterations as well as long term milestones
- as physics programmer, implemented 2D collision detection algorithm, with impulse system resolution for object movement
- developed the code for the main mechanic, planets' gravitational pull

*University of Cincinnati: Senior Design Project: LeetTweets*

*September 2009 - May 2010*

- Twitter crawler written in Python to analyze Twitter and find the most influential users on a given topic, based on replies, retweets, and followers
- worked with three fellow University of Cincinnati students, also programmers
- wrote the Tweet crawler, which reads an incoming stream of Tweets, filtering out irrelevant information

*Global Nuclear Fuel Japan. Yokosuka, Japan. Information Technology*

*June 2009 - August 2009*

- scripted in VBScript language to assist in such tasks as keeping software up to date, researched enterprise search solutions, before implementing Microsoft Search Server 2008 Express for testing purposes with GNF's database

*DigiLore, Inc. Milford, Ohio. Software Development*

*May 2007 - August 2007 / May 2008 - July 2008*

- protoyped an application to record information/skills from workers by parsing natural language into dates and similar data