

Jonathan Rust – Programmer

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WORK EXPERIENCE

Bethesda Game Studios. Dallas, Texas. Programmer

August 2017 - January 2023

Fallout 4 VR and Skyrim VR

- Converted the game's rendering from flat-screen to VR
- Translated the UI from screen-space to world-space, positioning and modifying as needed for comfort and usability
- Adapted movement and combat to the more physical methods of VR, e.g., teleporting, shooting, etc.

Starfield

- Star Map: a small team of around five people, created the map UI to explore and navigate the game world's galaxy, solar systems, and individual celestial bodies
 - Built menus to design spec using Scaleform and the game's 3D renderer
 - Primarily responsible for designing and building the camera system for navigating the 3D UI space
- Ship Builder: a slightly larger team of around ten people, built the UI to create custom ships
 - Again responsible for much of the camera movement, as well as saving and loading blueprints made of an assortment of modules, ensuring validity of ship builds, etc.
- Assisted the quest design team in implementing new features and fixing bugs as needed for creating content

Escalation Studios. Dallas, Texas. Programmer

September 2014 - August 2017

- Live game development on *Eternal Fate*, a free-to-play mobile action-RPG, implementing PvP, as well as porting to Steam
- Various and sundry contract work, including an NCAA finals VR viewing app, HTML-driven controllers for streaming games, ports, and some Unity projects

TinyCo. San Francisco, California. Mobile Programmer

August 2012 - July 2013

- Joined as a client-side programmer 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
- 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

EDUCATION

DigiPen Institute of Technology, Redmond, WA

August 2012

Master of Science, Computer Science

Redmond, WA

- Master Game Project II: *...so I ran*: gameplay programmer and designer for a first-person parkour game, responsible for all the parkour movement mechanics and code, using the BulletPhysics open-source engine to dynamically recognize and react to geometry in the world
- Master Game Project I: *Drake Savage: Space Guy*: physics programmer for a top-down space shooter, implemented 2D collision detection algorithm and the main gimmick, planets' gravitational pull

University of Cincinnati

June 2010

Bachelor of Science, Computer Science

Cincinnati, OH

- International internship in Japan at *Global Nuclear Fuel Japan* as an IT assistant for three months

SKILLS & INTERESTS

Skills: Confident in C++, vector math, experience with live mobile game development, Unity, source control

Interests: Miniature painting, board games, being bad at fighting games, photography, and far too many podcasts.