

# Jake Silverman

GAME DESIGNER AND PROGRAMMER

---

[jakeball2014@gmail.com](mailto:jakeball2014@gmail.com)

---

## EXPERIENCE (9 YEARS)

### LiveOps Programmer And Update Designer - DevExtra, Defend your base from 67

- Brought on to work on an admin abuse event and fix vulnerabilities
- Responsible for the planning and execution of weekly updates including regular admin abuse events

### Sole Programmer and Lead Designer - DevExtra, Color The World

- Responsible for overseeing the smaller design decisions and writing progression questlines from the ground up
- Responsible for listening to analytical data and making informed decisions to simplify the gameplay loop
- Wrote a procedurally generated system to build the map through specific chunks over the course of a play session to ensure minimum compatibility
- Wrote a custom replication system for NPCs to replicate ~100 interactable and walking NPCs each with unique behaviour using buffers, LODs, selective replication, and other tricks.
- Had to work with many small tricks to reduce drawcalls during the painting effects throughout the game

### Sole Programmer - DevExtra, Be a Tsunami

- Lead programmer responsible for writing and designing core systems
- Designed and programmed core UX effects to ensure the game is responsive and satisfying to play
- responsible for implementation and execution of an Admin Abuse Event

### Creator And Sole Programmer - Personal, Snowboard for brainrots

- Created the project start to finish as the sole programmer and game director during the offhours of my main job
- Used roblox physics to make a satisfying snowboarding core loop
- Sold ownership stake at a profit

### Creator And Lead Programmer - IX Studios, Gone Hunting

- Created the idea and executed the game from start to finish
- Worked as the lead programmer writing almost all core systems to be performant and extensible
- Ensured game ran smoothly on minimum spec iphone 6s through various streaming, LODs, and other scene management techniques.
- Worked as game director assembling the team as well as heading game direction
- Responsible for majority of the design decisions behind the project using analytical data
- Responsible for production including setting deadlines and managing developer roadmaps.

### **Programmer and Producer - IX Studios, Client Projects**

- Assisted in programming and production of countless brand client experiences such as Coldplay
- Gave timetables and helped engineer solutions for multiple projects with different goals for each project.
- Handled the assigning of tracking of team members for each project given resources at hand

### **Game Programmer - TD Banks**

- Worked as a gameplay programmer for an educational brand experience for a high end banking client
- Brought back to add more features overseeing the design and implementation of new features the client requested

### **Gameplay Programmer / Quest Designer - Fishing Simulator / Cloud Entertainment Inc.**

- Worked as a gameplay programmer and designer for a fishing RPG that has 450 million visits in which I shipped over 30 content updates
- Designed quest systems which contained npc and narrative driven stories
- Worked across different teams such as communicating with artist and level designers to make a great product
- Used clickup to keep track of tickets as well as planned features
- Worked with React / Rodux to create gameplay systems
- Worked with Git / Github for easy collaboration

### **Junior Gameplay Programmer - Bloopville / Bloopville Team**

- Wrote gameplay systems such as a pizza minigame
- Wrote UI code to ensure fun and satisfying UI animations in accordance with the design team
- Used Monday.com to watch tickets regarding UI and any UI issues that appeared in testing

### **WORKFLOW TOOLS**

Slack, Monday.com, Trello, ClickUp. Claude, ChatGPT

### **CREATION TOOLS**

React, Rodux, Git / Github / Promise / Signal / Knit / Spr / Trove / Maid / Profilestore / Observers