

JAKE SILVERMAN

Lead Gameplay Programmer & Game Director

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PROFESSIONAL SUMMARY

Shipped 30+ content updates as gameplay programmer and quest designer for a fishing RPG that had 9,000 concurrent players and 500M+ total plays. Directed and programmed a game with a team of 7 that hit 11M+ total plays and 6,000 concurrent players.

PROFESSIONAL EXPERIENCE

DevExtra - Full-time

Lead Gameplay Programmer and Partnerships Director

Aug 2026 - Present

- Oversee the spin-up and recruitment of 4 partnership studios, providing development support and investment capital to independent development teams.
- Oversee production for small, up-and-coming indie development teams, ensuring stated deadlines are met.
- Ensure partnership games meet the code quality bar required for a maintainable experience and the design vision set by the CEO for each project.

Gameplay Programmer and Designer - Color The World

Dec 2025 - Aug 2026 | Remote

- Engineered a custom NPC replication system supporting ~100 concurrent interactable and walking NPCs while staying under a 40KB/s network cap.
- Built a procedural chunk-based map generation system that assembles the world across a play session to stay within platform performance limits.
- Cut draw calls across painting effects to maintain frame rate on minimum-spec devices.
- Owned day-to-day design decisions and authored progression questlines from the ground up.

Gameplay Programmer and Update Designer - Defend Your Base from 67

Dec 2025 - Feb 2026

- Plan and ship weekly content updates on a live title with 80K concurrent users.
- Hired to build the game's admin event system and remediate exploit vulnerabilities in production.

IX Studio - Full-time

Game Director and Gameplay Programmer

Jun 2025 - Dec 2025

- Designed and programmed a core gameplay loop that pulled in 11M+ total plays on the Roblox platform.
- Programmed all core systems to maintain a minimum 60FPS on iPhone 6S, ensuring mobile compatibility.
- Managed a team of 7 contractors across disciplines, ensuring deliverables were met on time.

Gameplay Programmer and Project Lead

Aug 2024 - Nov 2025

- Lead gameplay programmer across numerous brand clients, including Coldplay, building their brand games on the Roblox platform.
- Ensured games ran smoothly on minimum-spec iPhone 6S hardware.

Cloud Entertainment - Full-time

Gameplay Programmer

Mar 2023 - Aug 2024 | Remote

- Gameplay programmer and quest designer on Fishing Simulator, a fishing RPG with 450M+ lifetime visits and a peak of 9,000 concurrent players; shipped 30+ content updates.
- Designed quest systems built around NPC and narrative-driven stories fitting the game's world.
- Collaborated across teams, working with artists and level designers to ship a cohesive product.
- Tracked tickets and planned features in ClickUp.

Simple Games Inc. - Full-time

Junior Gameplay Programmer

Jan 2022 - Jan 2023

- Responsible for programming updates for a game with 57M+ visits.

Bloopville - Full-time

Junior Gameplay Programmer

Mar 2021 - Jan 2022

- Wrote gameplay systems, including a pizza minigame.
- Wrote UI code to deliver fun, satisfying UI animations in accordance with the design team's spec.
- Tracked UI tickets and testing issues in Monday.com.

Freelance - Commission

Freelance Game Developer

Nov 2017 - Mar 2021

- Delivered numerous small-scale commissioned projects on the Roblox platform.

TECHNICAL SKILLS

Languages and Platforms: Luau, Lua, Roblox Studio, Roblox Engine

Frameworks and Libraries: React (react-lua / Roact), Rodux, Knit, Promise, Signal, Spr, Trove, Maid, ProfileStore, Observers

Design and Production: quest and narrative systems, progression design, analytics-driven design, game direction, roadmapping, contractor/team management

Tools: Git, GitHub, ClickUp, Monday.com, Trello, Slack, Claude, ChatGPT