

Resume of JEREMY W. CROCKETT

WORK

Phosphor Studios

Lead Programmer

January 2025 - January 2026

C++, Unreal Engine 3, iOS, Android, Google ANGLE, OpenALSoft, Objective-C

- Porting Unreal Engine 3 games to modern IOS devices
- Supervised a team also porting UE3 to modern Android

Phosphor Can Fly

Senior Engine Programmer

April 2022 - December 2024

Engine Programmer

April 2021 - April 2022

Project Bifrost C++, Unreal Engine 5, PC, Multiplayer

- AAA development on a large team
- Automating systems for scheduled builds via Jenkins
- Analyzing performance issues and server memory usage targets, especially highlighting physics and collision costs
- Integrating backend APIs into OnlineSubsystems for account management and matchmaking
- Setting up and maintaining server infrastructure to help facilitate consistent playtesting
- Creating development testbeds and helping implement multiplayer systems from prototype to production scale
- Helping with critical bugfixes and merging some engine updates

Project Dagger C++, Unreal Engine 5, PC, Multiplayer

- Assisting online backend API implementation

Phosphor Studios

Programmer

August 2017 - April 2021

Warhammer 40,000: Dakka Squadron C++, Unreal Engine 4, iOS, Android, tvOS, Mac

- Assisting in multiplayer gameplay systems and building for MacOS/TVOS for Apple Arcade
- Porting Unreal Engine 3 games to modern IOS devices

Predator VR C++, Unreal Engine 4, PC, VR

- Gameplay systems for controlling AI teammates

Project Sanctuary/Days of Doom C++, Unreal Engine 4, Android, iOS

- Setting up pipelines for building to mobile platforms
- Integrating online backend APIs for account management and ads

OmniBus

Programmer, Designer, Artist, Musician

2015 - 2016

Independent game created in Unity and published by Devolver Digital released on Steam involving wacky physics and careening buses

DePaul University CDM

Tutor

September 2015 - June 2017

Assisting undergraduate students with game development and programming in C, C++, C#, and Java.

EDUCATION

DePaul University

MS in Software Engineering

Concentration in Real Time Game Systems
Class of 2017 - Graduation With Distinction

BS in Computer Game Development

Concentration in Gameplay Programming
Class of 2015 - Summa Cum Laude

CONTACT

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EXPERIENCE

Programming Languages

C++

C#

Exposure in:

C, Java, Python, Assembly, Obj-C

Tools and Environments

Unreal Engine (C++, Blueprint)

- includes UE5, UE4, UE3

Unity

Perforce

Jenkins

Linux/WSL

Android, IOS, MacOS

Visual Studio

Professional Focus Areas

Automation & Commandlets

Multiplayer & Networking

API integration

Performance & Memory Profiling

OnlineSubsystems

Multiplatform development

Bugfixing & Engine updates

Areas of Study

Multithreading

Graphics Programming

Data-oriented design

Computer systems/low-level