Jacob Saueressig

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Game Designer/Developer

SKILLS

Languages	Design Skills	Technical Skills	Tools
• Blueprints (9 Years)	• Gameplay Mechanics	• Gameplay Programming	• Game Engines
• C++ (7 Years)	• Systems Design	• Component Based Design	• Visual Studio
• Python (4 Years)	• Puzzle Design	• Object Oriented Programming	• Subversion (P4V)
• C#/C/Lua (4 Years)	• Rapid Prototyping	• AI Pathfinding and Behavior Systems	• Photoshop

BUNGIE

Destiny 2

Senior Technical Designer: C# / BungieScript / Tag Content System (Tiger Engine)   6/2022 – Present
- Supported designers by creating and maintaining new tools/workflows, while also providing technical guidance.
  - One endeavor resulted in a reduction of project completion time by 80% for the Raids and Dungeons team.
- Spearheaded the workflow implementation of a major back-of-the-box feature – Ritual's Pathfinder. Despite being a late request, I ensured delivery with great shipping quality and significant enhancements over the campaign's Pathfinder version.
- As the subject matter expert, I upkept the automation of Destiny 2's seasonal live service model and improved with an eye toward long-term sustainability.
- Delivered and maintained activity design frameworks and best practices for creative design theory.
- Set up and ran cross-product syncs when I observed an opportunity for knowledge sharing across business units.
- Collaborated with technical designers and production engineers to improve scripting guidelines for proprietary tools.

GROOVE SCIENCE STUDIOS

Soundscape VR

VR Game Engineer: C++ / Blueprints (Unreal Engine 4)   10/2021 – 6/2022
- Architect and developer of the game's dedicated servers utilizing PlayFab.
- Oversaw all networking and replication. Provided technical guidance for this to each developer.
- Identified risk areas for studio goals and performed technical dives that led to improved performance.
- Developed 3D UI for in-game menus.

MICROSOFT – 343 INDUSTRIES

Halo Infinite

Content Developer / Narrative Gameplay Engineer: C++ / Lua (Slipspace engine)   1/2020 – 10/2021
- Handled major script refactors of the game engine's objective system allowing for a more robust feature set.
- Maintained narrative ownership of multiple cinematics, including lengthy open-world and golden path cutscenes.
- Coordinated cross-team with artists and designers to actualize various game objects across the world.

PERILOUS ORBIT

Sports Bar VR / Social Club VR: Casino Nights

VR Game Developer, Designer: C++ / Blueprints (Unreal Engine 4)   10/2016 – 1/2020
- Devised and forged half of all game systems in Social Club VR from the ground up.
- Crafted and shaped multiple in-game economies with reward systems that gathered and sustained a robust player base.
- Implemented a bleeding-edge Oculus Home multiplayer integration in Sports Bar VR.

EDUCATION

DigiPen Institute of Technology
Bachelor of Science in Computer Science and Game Design   April 2016