



## CONNECT



### Name

Jeremy Kane Baggett



### Location

Gregg County, Texas



### Phone

940-435-3094



### Email

jeremy@olivehoneydev.com



### Website

olivehoneydev.com



### Linkedin

/in/jeremy-baggett-0883173/

## GAME TITLES



### Black Pine

Steam, 15+ Person Team  
(Released Nov 2024)



### Primal Hunt Roblox

Roblox, 15+ Person Team  
(Released May 2023)



### Primal Hunt VR

Oculus, Vive, Pico, 15+ Team  
(Released Jan 2023)



### Plague Inc: Evolved

Xbox One, 1 Person Team  
(Released Nov 2015)



### CastleVille

Web, 30+ Person Team  
(Released Nov 2011)



### Tetris Party Challenge

XBLA, 2 Person Team  
(Publisher dissolved)



### Roogoo Twisted Towers

Wii, 5 Person Team  
(Released Jun 2009)



### Roogoo

PC, XBLA, 5 Person Team  
(Released Jun 2008)



### Ready 2 Rumble

BREW, 5 Person Team  
(Completed Aug 2007)



### Club DJ

Nokia N91, 6 Person Team  
(Completed Sept 2006)

# JEREMY KANE BAGGETT

• SOFTWARE DEVELOPER • CONSOLE GAMES • PC GAMES • MOBILE • WEB • VR •



## TECHNOLOGY ENGINEERING EXPERIENCE

2024 – 2024

### SourBoys Interactive

Generalist Programmer (remote)

- Prototyped **DOTS** / **ECS** version of core game (including functional UI mockups, networking, first & third person cameras, player movement, additive scene loading).
- Ported prototype and networking to be **Unity** gameobject friendly (non-ECS) or agnostic.
- Added in-game developer shell with logging channels, dev toggles, status banners, & a common developer UI to easily display handy info and assist debugging.
- Debugged and fixed errors in beta libraries (unity and 3rd party), networking issues related to Unity 6 beta, assisted in migration to LTS version.
- Added **ParrelSync** and **Multi-player Play Tool** support. Developed a 'quick stage' tool to start scenes as a 2 player networked session on play to support faster design iteration.
- Integrated steam support, wrote build & deployment scripts for dev, local, and **Steam** builds.
- Added **Unity UI Toolkit** (CSS + UXML) wrappers to reduce boilerplate code and ease additions of custom elements & behaviors.
- Implemented screen flow control, validation gates, and routing systems, and unified service setup, teardown, and system event handling.
- Developed shader based screen transition effects, dialog and toast systems, various custom popups and settings screens.
- Built out game 'backend' and services including login & profile management, lobbies, networking, voice chat via **Vivox**, and asset caching.
- Created additive scene loading and object spawning system (with optional ECS support), profiled scenes and implemented strategies to reduce load times.
- Built options system to dynamically generate UI, with support for field groups, common data types, and system update and polling links, with persistence via playerprefs and json.
- Added system capabilities polling & ranking system, added automated settings suggestions.
- Collaborated with developers over architecture, design, debugging, and humble insights.
- Did numerous 'deep-dives' to fix persistent bugs, performance, & networking issues.

2022 – 2024

### Phaser Lock Interactive

Generalist Programmer (remote)

- Added performance updates to meet fps and memory targets.
- Built debugging HUD for visualization, stats, auto scenario setup, & A/B testing.
- Developed cross platform **VR** controller, camera rig, & hardware events system.
- Developed rotation solvers for VR controller and weapon interactions.
- Added automated build tools to support conflicting XR APIs in a common project.
- Ported developer HUD & tools from **C#** to **Roblox** (TypeScript) to assist perf investigations.
- Wrote drop in instrumentation versions of remote calls, with beat & step tracking, rate limiting for calls & animators, & network and perf stats collection.
- Wrote targeting assist rotation solver (closest point to non-intersecting bounds + projection).

2020 – 2022

### Olive Honey Dev

Full Stack Developer (remote)

- Adopted project from Leaders & Co., performed server migration & maintenance.
- Added automated health checks & flexible bulk customer data import tools.
- Provided technical/ramp-up support for additional teams, migration to **Odoo 14**.
- Added auditing & correction tools for billing, payroll, email, & geocoding.

2016 – 2020

### Leaders & Co.

Full Stack Developer (remote)

- Added **MySQL** queries, custom reports, UI updates in **JavaScript**, backend debugging & refactoring in **PHP** for SaaS logistics tracking/invoicing app.
- Automated testing via **Java** & **Selenium**, added customer facing 5-star rating system, password reset system, various custom UI fields.
- Created custom **Odoo** add-on to handle multiple payment profiles, color coded invoice tags, batch payment processing, custom refund handling, prepaid & 'overflow' invoice types, batch emailing, & custom reporting in **Python**.
- Migrated customer & payment data from Quickbooks to Odoo & payment gateway, added automatic invoice creation & customer sync from logistics app.

2014 – 2016

### Ndemic Creations

Xbox One Programmer (remote)

- Ported existing **Unity** / **C#** PC game to Xbox One, integrate LIVE features.
- Reverse engineered & ported 3rd party effects library, improved shader performance.
- Replaced mouse based input w/ custom controller based system.
- Ensured game met Technical Certification Requirements, did pre-release QA.



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## TECHNOLOGY ENGINEERING EXPERIENCE (continued)

2011 – 2013

### Zynga Inc

Generalist, Gameplay Programmer

- Coordinated with data analysts to add performant user statistics tracking in **PHP**.
- Added gameplay & marketing features for 3rd party clients (Martha Stewart, Pixar).
- Worked w/ payments team on bug fixes, performance, 3rd party reward systems.
- Built system to issue customized offers to users based on stats & behavior.
- Implemented cross-promo & holiday themed game mechanics in **ActionScript**.

2006 – 2010

### SpiderMonk Entertainment.

Gameplay, Engine Programmer

- Coordinated with Microsoft for XDK API bug troubleshooting, 3<sup>rd</sup> party QA team.
- Ensured engine and game met Technical Certification Requirements.
- Ported code base to Terminal Reality's Infernal Engine for Wii.
- Updated game code from 1D to 3D spline basis for new game mechanics.
- Added GPU based font renderer, UI system, Unicode support.
- Added cross platform math & intersection library supporting fixed point math.
- Converted **C++** engine to using non-blocking multi-threaded pipeline.
- Added multiplayer network layer, ported gameplay code to use it.
- Added cut scene, dialog, tutorial system & mini-games for **BREW** based game.
- Optimized code and resource size for distribution on mobile platforms.
- Developed mini-games and tutorial system for boxing game.
- Created Image & Asset packing tool to generate texture atlases.
- Ported existing J2ME motorcycle racing game to a car racing game.
- Developed system for card based mini-games (Blackjack, Caribbean Poker, etc).
- Added text localization system for Spanish and Portuguese speaking markets.



## SOFTWARE DEVELOPMENT EDUCATION

2005 – 2007

### The Guildhall at Southern Methodist University

Completed Masters Level Program

- Wrote four 3D graphics engines in **C++** & **C#** focusing on varying rendering pipelines.
- Wrote particle system with simulation, integration, and transforms solely on the GPU.
- Built scripting language with a lexer, parser, VM, & auto-binding via dll export table.
- Wrote 2D/3D math & intersection library (vectors, matrices, splines, quaternions).
- Created quaternion based animation system using direct (matrix-less) transformation.
- Implemented network replicated camera system with volume triggered point and track cameras, wrote supporting usage tutorials and documentation.
- Prototyped roller-skating movement code, developed dual weapon system with grenades, batons, and shield based weapons.
- Implemented dynamic textures to apply player's name, number, and team color.



## PRIMARY PROGRAMMING LANGUAGES, APIs, & TOOLS

### Primary Programming Languages

C, C++, C#, PHP, Python, Javascript, TypeScript, Lua, HTML/CSS, \*SQL

### API's

Unity services, Vivox, Xbox 360, Xbox One XDK, Wii SDK, DirectX, OpenGL, FMOD, BREW, Android Studio & SDK, Selenium web drivers, Bootstrap, Facebook graph, jQuery, Odoo,

### Tools

Visual Studio, Eclipse, PyCharm, IntelliJ, PHPStorm, 3D Studio Max, Paint Shop Pro, Adobe Photoshop, Subversion, Source Off Site, SourceTree, Plastic SCM, Mantis, Confluence, JIRA, Hudson/Jenkins, Mercurial, LAMP, nginx, Unity 6

### Knowledge

2D/3D vector math and geometry, terrain rendering, level of detail, key frame and composite animation, vertex and pixel shaders, normal mapping, matrices, quaternions, splines, curves, Unicode, multi-threading, object-oriented design, compilers, scripting, code optimization, cross platform development & architecture, 2D/3D collision detection, particle based physics, game theory, UI usability and conventions, Technical Design Documents, Waterfall, Agile project management styles, client/server, A/B testing, culling, direct quaternion point transformation, continuous integration, automated testing