

Jack Reggin

Gameplay Programmer

Highly diverse skill set. Never shy of a new problem. Always open to feedback and criticism.

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EXPERIENCE

Flat White, Rotterdam, Netherlands — *Barista/Weekend Manager*

FEBRUARY 2017 - JUNE 2017

Global Data Collection Company, Rotterdam, Netherlands —
Market Research Conductor

APRIL 2015 - AUGUST 2015

Matrix Construction Ltd., Saskatoon, SK, Canada — *Concrete Foundation Setting*

MARCH 2014 - DECEMBER 2014

Youth With A Mission, Cáceres, Spain — *Volunteer/Mentor*

SEPTEMBER 2011 - DECEMBER 2013

EDUCATION

NHTV University of Applied Sciences, Breda, Netherlands —
(Working towards) Bachelor's Degree

SEPTEMBER 2015 - PRESENT

George Elliot Secondary School, Lake Country, BC, Canada —
High School Diploma

SEPTEMBER 2005 - JUNE 2011

PROJECTS

The Survivors — *Arctic Western Battle Royale FPS*

Helped on the back end server architecture and worked on the Twitch integration into the game. Created in the Unreal Engine. Head to jackreggin.com/projects/the-survivors.html to see more details.

Hex Engine — *Custom Hex Tile Turn Based Strategy Game Engine*

Created the gameplay event system (very similar to Unity events) and auto completion within Atom text editor for Lua scripting. Head to jackreggin.com/projects/hex-engine.html to see more details.

No Ghosts, demons talk allowed to here em! — *Chaotic Management Game*

Made in the 2018 Game Jam using the Unity engine. I worked on creating the main gameplay system of handling objects in the world. Head to jackreggin.com/projects/game-jam-2018.html to see more details.

SKILLS

C++, C#, JavaScript, Lua
Experience in Unreal Engine
Experience in Unity
Musically talented (drummer, sound tech)

LANGUAGES

English: native language
Spanish: beginner, A1 (CEFRL)
Dutch: elementary, A2 (CEFRL)