

Julian Hernandez

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Education

Massachusetts Institute of Technology

June 2021
Cambridge, MA

- Bachelor of Science in Computer Science with a minor in Comparative Media Studies, 4.9 GPA
- Courses taken include Data Structures and Algorithms, Linear Algebra, Computer Graphics, Advanced Game Studio, VR and Immersive Media Production, Intelligent Multimodal UI, and Design and Development of Games for Learning

Work Experience

SHRAPNEL Studio: Associate Gameplay Engineer

May 2023-January 2024
Seattle, WA

- Worked on unreleased Web3 Unreal Engine 5 extraction shooter SHRAPNEL
- Designed, developed, documented, and tweaked the session director system that dynamically causes events to occur during a match based on various game variables
- Implemented various user abilities and perks, prioritizing their tunability by designers

Turn 10 Studios: Gameplay Software Engineer

May 2022-February 2023
Redmond, WA

- Worked on Forza Motorsport, a first-party AAA Xbox and PC game built on a proprietary C++ engine
- Implemented and maintained a unified pause menu UI system usable across game modes in accordance with constantly evolving design decisions
- Investigated and fixed bugs in areas including AI, accessibility, UI, controls, cinematics, rendering, and localization

Disbelief: Junior Programmer

June-September 2021
Cambridge, MA

- Worked as a programmer for game contracting company Disbelief
- Managed the version control emailing system, fixing bugs as they appeared and upgrading the system to a newer version of Python
- Worked on porting an Unreal Engine 4 game to Xbox platforms, testing builds and ensuring certification requirements were met

High Moon Studios: Network Engineering Intern

June-August 2020
Carlsbad, CA

- Developed a prototype game alongside interns and full-time developers at Activision
- Designed and implemented online multiplayer gameplay elements using Unreal Engine 4's networking features in C++
- Presented builds to the team weekly and made a final presentation for the engineering department

MassDiGI SIP19: Team Lead Programmer and Build Manager

May-August 2019
Worcester, MA

- Worked in a team of 6 as a C# programmer for *Merge Critters: Idle Tycoon*, a 3D Unity game released on the Google Play Store and the App Store
- Acted as the Lead Programmer for my team, establishing a consistent coding style and a code review pipeline
- Made builds twice a week as Build Manager using Build Verification Tests for platform-specific debugging
- Coordinated with artists, musicians, producers, and fellow programmers to get the game from pre-production to post-production within three months

Other Experience

Horatama

September 2020-February 2021
Cambridge, MA

- Worked as a Unity designer and programmer in a team of four to bring the virtual pet horror game *Horatama* from a class project idea to a shipped Steam title
- Designed and implemented core game systems and mechanics while managing the project, running playtests and making changes to the game, and going through the Steam publishing process

Skills

- Experienced in the various stages of game development and the process of taking a game from inception to release
- Skilled in using Unity, Unreal Engine, ReactJS, and Node.js with both front-end and back-end experience
- Fluent in Python, C#, C++, C, Java, JavaScript, HTML, CSS, and SQL; quickly learns new languages
- Experienced with using project tracking software like Jira and Azure DevOps
- Experienced in agile project management methodologies including Kanban and Scrum