

# 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
- Experienced in using Unity, Unreal Engine, and Godot 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