Jeffrey Franklin

Game Programmer

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EDUCATION

Sept 2018 -
Dec 2022

Bachelor of Computer Science Specialization in Game Design
Laurentian University - *Graduated with Honours*
Dean's Honours List (Every Semester)
Laurentian University Merit Scholarship (4 Years)

PROFESSIONAL EXPERIENCE

Feb 2023 -
June 2025

Game Programmer | Sinn Studio
Battlegrounds
● Developed a dynamic game mode system using Unreal Engine's Gameplay Ability System, enabling rotating objectives for competitive multiplayer
● Built an item clean up system to optimize game performance
● Created a dynamic messaging system using EOS title storage for simple and effective communication to players
● Collaborated with designers to implement a grappling race course system including checkpoints, timing and record storing

Guardian of Realms
● Developed MR gameplay features in Unreal Engine using Meta's MRUK, solving spatial interaction and environment integration challenges
● Contributed to the implementation of an in-game hazard system

Swordsman VR
● Fulfilled platform certification requirements to expand the game to two new storefronts, including the Meta Quest Store
● Worked with the PlayStation 4 and 5 DevKits to assure the continued functionality of Swordsman VR on PlayStation platforms
● Made substantial contributions to the Hazards and Training Grounds updates

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SKILLS & ABILITIES

- **Programming Languages:** Proficient in C++, C# and Java
- **Game Engines:** Experience with Unreal Engine and Unity
- **Mathematics:** Strong applied math skills (linear algebra, vectors, matrices)
- **Debugging:** Skilled in identifying and resolving complex issues
- **Soft Skills:** Effective time management, adaptable to changing development needs

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ACTIVITIES

Attended Capital Creative Showcase in Sacramento, CA in 2022 to showcase a team project I created with a friend of mine. I was the lead developer of the project which was a multiplayer party game.