JEREMY WILCOX

Gameplay & Systems Programmer · UE5 / C++ · Indie Generalist

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SUMMARY

Gameplay and systems programmer under contract in Unreal Engine 5 (C++). I rebuilt a client's arcade flight model as a C++ plugin: one movement component, 27 airframes defined by Data Assets, tuned live in flight. Before that I released a solo Unity RPG (about 50,000 lines of C#) and shipped a Godot Wild Jam game with a team. I also lead a native PC port of a 2001 N64 RPG in C++, and I wrote a Vulkan rendering engine from scratch, so I can debug below the gameplay layer. ASTQB-certified tester.

SKILLS

Languages	C++, C#, GDScript, Blueprint · also SQL, JavaScript, HTML/CSS
Engines & graphics	Unreal Engine 5 (C++ plugins, Enhanced Input, Data Assets), Godot (incl. GDExtension), Unity, Vulkan
Gameplay	Flight and vehicle movement, battle systems, state-machine AI, cameras, save, inventory, dialogue, UI flow
Tools & process	Perforce (P4V), Git/GitHub, CMake, CLion, debugging, bug triage & tracking, Agile/Scrum
Art & design	Pixel art, low-poly 3D (concept & placeholder), basic texturing, level design, rapid prototyping

GAME DEVELOPMENT EXPERIENCE

Contract Gameplay Programmer (Unreal Engine 5)

Remote · Nov 2026 – Present

Client project: Ace Combat-style arcade flight game *(UE5 · C++ · ongoing)* Video and playable build: jeremy-wilcox.com/unreal

- Rebuilt the client's existing flight model as AceFlight, a self-contained UE5 plugin: one shared movement component drives 27 airframes, each defined entirely by a tuning Data Asset.
- Fixed the previous build's flight math: speeds in km/h, a cruise speed, an enforced top speed, energy trade in climbs, dives and hard turns, smooth stall behavior and crash events.
- Added live tuning in flight (editor or console), upgrade modules, and a sheet that converts real aircraft specs to tuning.

Independent Game Developer

Remote · Mar 2024 – Present

UE5 Time of Day System *(Unreal Engine 5 · C++)*

- World subsystem for smooth real-time lighting transitions, cinematic overrides and data-table presets designers tune without code.

Off-Road Vehicle Physics *(Unreal Engine 5 · C++)*: per-wheel suspension that computes load and slip every frame, with a debug view of the forces on each wheel. My own C++ rebuild of a Blueprint course project.

Ship Of Amann: Aidyn Chronicles PC Port *(C++ · lead maintainer · in development)*

- Lead a native PC source port of *Aidyn Chronicles: The First Mage* (N64, 2001), built from a matching decompilation on libultraship.
- Added widescreen that fills any window size, a selectable 2D texture filter, per-save enhancement settings, and crash-safe autosaves (event triggers with a timer fallback, a 5-slot rotation, never overwriting player saves).
- Tracking the original game's 29 known bugs, 7 exploits and 20 QoL ideas with severity and code location; fixing them one by one, and patching libultraship with fixes offered upstream.

Custom Vulkan Engine → N64 World Editor *(C++)*: written from scratch, now becoming a world editor for N64 games.

Hallowed Arrival, Godot Wild Jam #98 *(Godot · GDScript · team)*

- Shipped a tower defense jam game with a team; built the camera blending top-down combat with a third-person coin run.

Shinto Slash *(Unity · C# · solo · released on itch.io, Steam release planned)*

- Complete rebirth RPG built solo in about 50,000 lines of C#: auto-battle combat and the battle math behind it, a color-coded victory prediction, and save, inventory and dialogue systems. I made all of the pixel art.

Software Developer Intern · ProsperIT Consulting

Portland, OR · Jan 2024 – Mar 2024

- Built a Unity/C# shooter with state-machine enemy AI on a Git team; retargeted Mixamo animations to an IK rig in Unreal.

OTHER EXPERIENCE

Machine Equipment Operator · Town of Oswego Highway Department

May 2010 – Jan 2024

- Operated and maintained heavy equipment and vehicles for 13+ years, diagnosing and handling mechanical repairs.

EDUCATION & CERTIFICATIONS

- **ASTQB / ATSQA Certified Tester** · **Bachelor's, Public Justice**, SUNY Oswego (2010)
- **Software Development Certificate**, The Tech Academy (2024): 900+ hour C++/Unreal and C#/Unity boot camp.