

JACK P. OAKLEY

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SUMMARY

Game programmer with a background in quality assurance, web hosting, customer support, and tutoring.

Portfolio: jackoakley.guztech.net

Programming/Scripting Languages Used, in order of familiarity: C#, Java, Scheme, Python, C++, HTML, TI-Basic, JavaScript, Assembly (MIPS), MATLAB, Prolog, Assembly (PIC16f1708), PHP, Visual Basic, CSS, VHDL, XML, SQL, ActionScript 2.0

Software Used: Visual Studio, Notepad++, jGrasp, Dr. Racket, PyCharm, Android Studio, SideQuest, Oculus/Meta Quest Developer Hub, Unity 2018-2023, Unreal Tournament 3, Microsoft Office (2003, 2007, 365), Open Office, Libre Office, Filezilla, GitHub, GitLab, Tortoise SVN, Filemaker Pro, JIRA, Confluence, phpMyAdmin, MySQL, Discord, Skype, Slack, Mumble, Ventrilo, WhatsApp, Zoom

PROFESSIONAL EXPERIENCE

VIEWER READY, Austin, Texas

2021-Current

Development Manager (Zevo Games LLC) (2024-Current)

- Using Jira, Slack, and Git, lead and organize the team to meet deadlines.
- Oversee and coordinate QA and development teams to create and maintain VR sports games to the Producer's specifications.
- Offer general IT support around the office including building computers and updating BIOS.
- Help support development and QA teams with coding and testing as needed.
- Run coding reviews and lead development discussions.

Virtual Reality Development Supervisor (2023-2024)

- Organize and coordinate the development team to meet deadlines.
- Run team meetings, train new developers, and assign development and testing tasks.
- Offer general IT support around the office including building computers and updating BIOS.

Virtual Reality Software Engineer and Quality Assurance (QA) Lead (2021-2023)

- Develop and implement features in VR titles.
- Test, report, and fix bugs found in VR titles.
- Offer design input and ideas to improve VR titles.
- Write and maintain testing, technical, and design documentation.
- Create, test, and upload builds to public servers on five platforms.
- Write patch notes and post them to social media.

UNIVERSITY OF CENTRAL FLORIDA, Orlando, Florida

2020-2021

Hourly Graduate Student Contract: DARPA OFFSET Project

- Design, implement, and debug drone swarm tactics via Python for DARPA OFFSET program.
- Design and implement UI and new features for VR version of project control using C# in Unity.

LEARNING ENHANCEMENT CENTER AT MCC, Mesa, Arizona**2015-2018****Computer Science and Math Tutor**

- Tutor students in Computer Science and help them grasp the concepts of logic.
- Assist students with debugging errors, tracing code, and teach them how to discover and fix errors.
- Tutor students in math and help them to understand mathematical structure and methods.

ENDURANCE INTERNATIONAL GROUP, Tempe, Arizona**2012-2013****Technical Support Engineer Tier 1 (2012-2013)**

- Troubleshoot customers' technical issues with websites, fix them, sell additional products and services, handle billing issues, answer sales questions by way of phone systems and tickets.

QUEST ONLINE, LLC, Phoenix, Arizona**2010-2012****Quality Assurance (QA) Organizer/Customer Support Rep (2011-2012)**

- Write, manage, and organize testing documents, database, and team to assure the quality of the product.
- Test product and report any bugs found in the software.
- Help players with problems and offer them work-arounds to issues as well as offer technical support to them through tickets and forums.

Quality Assurance Analyst (2010-2011)

- Test product and report any bugs found in the software.
- Help players with problems and offer them work-arounds to issues as well as offer technical support to them through tickets and forums.

D3PUBLISHER OF AMERICA, INC., Tempe, Arizona**2006-2009****Quality Assurance Senior Tester (2008-2009)**

- Write, manage, and organize testing documents, database, and team to assure the quality of the product.
- Test product and report any bugs found in the software.
- Train new employees.
- Answer customer support phone and offer customers technical support.

Quality Assurance Tester (2006-2008)

- Test product and report any bugs found in the software.
- Answer customer support phone and offer customers technical support.

EDUCATION

Master of Science – Computer Science
University of Central Florida, Orlando, FL

Bachelor of Arts – Game Design
Collins College, Tempe, AZ

Associate in Science with High Distinction
(Classes include Honors Object-Oriented Programming)
Arizona General Education Credit with Distinction
Mesa Community College, Mesa, AZ

AWARDS AND CERTIFICATIONS

Eagle Scout
Phi Theta Kappa Honor Society Alumni
CRLA Master Level Certification
CITI: Human Subjects Research (Group 2) Certification

RESEARCH PAPERS AUTHORED

The Effects of Gesture Presentation in Video Games (Thesis)
Moving Toward an Ecologically Valid Data Collection Protocol for 2D Gestures in Video Games