Jack P. Oakley | Kyle, TX | (928) 830-4123 | jack.oakley@guztech.net | http://jackoakley.guztech.net

PROFESSIONAL SUMMARY Lead Game Programmer with a track record of 55+ shipped products across 29 unique titles and 18 platforms (PC, Console, VR, Mobile, Handheld). Expert in VR Optimization, MMO Architecture, and Technical QA Leadership. Proven ability to architect scalable systems and lead cross-functional teams through the full SDLC to meet rigorous "Day 1" release standards.

TECHNICAL SKILLS

- **Languages:** C# (Expert), C++, Python, Java, JavaScript, Lua, SQL, Assembly.
- **Engines & Tools:** Unity, ShaderLab, Git, Subversion (SVN), Jira, Visual Studio, Linux/Bash.
- **Specialties:** VR/AR (OpenXR/Meta/SteamVR), Networked Physics, 3D Math (Linear Algebra), Performance Profiling, Certification Compliance (TRC/VRC).

RELEVANT PROFESSIONAL EXPERIENCE

VIEWER READY | *Development Manager / Lead Programmer* | 2021 – Present

- Shipped 2 VR Sports Titles as Lead, architecting core physics and gameplay systems in Unity C# for multi-platform release (Quest, SteamVR, Pico, Viveport).
- Directs technical roadmaps for a team of engineers and QA, managing sprint velocity in Jira to ensure milestone readiness for five concurrent storefronts.
- Optimized rendering pipelines, identifying mobile VR bottlenecks to maintain a stable 72/90Hz frame rate on standalone hardware.

UNIVERSITY OF CENTRAL FLORIDA | *Research Associate (DARPA OFFSET Project)* | 2020 – 2021

- Engineered autonomous drone swarm logic using Python, optimizing pathfinding and distribution algorithms for national defense simulations.
- Developed VR/AR Command & Control interfaces in Unity, allowing real-time 3D interaction with drone telemetry.

QUEST ONLINE, LLC | *QA Lead (MMO)* | 2010 – 2012

- Lead technical oversight for a server-based MMO, orchestrating stress tests and latency analysis for high-concurrency player environments.
- Managed versioning and deployment via Subversion, coordinating live, staging, and dev server states for regular patch cycles.

D3PUBLISHER OF AMERICA | *Senior QA Lead* | 2006 – 2009

- Directed certification (TRC) efforts for 15+ titles across PlayStation, Xbox, and Nintendo platforms, ensuring 100% compliance with first-party requirements.
- Led a team of 10+ testers, prioritizing high-impact engine-level crashes and blockers for "Gold Master" submission.

LEAD PROJECT HIGHLIGHTS

- **Impossible Geometry VR:** Custom ShaderLab project prioritized for internal face rendering; optimized as a sideloadable APK.
- **Automated Blend Shape Tool:** Architected a C# Editor tool reducing technical art overhead by 30% via procedural object mapping.
- **Calculus Numerical Engine:** Programmed high-precision integration algorithms (Simpson's/Trapezoid) for embedded hardware (TI-Basic).

SHIPPED TITLE SUMMARY (57 Total Releases)

Note: Reflects 29 unique IPs across 18 platforms. (Full credits list available at portfolio site, http://jackoakley.guztech.net*)*

- **VR (6 Releases):** *Lead Programmer* (2 titles), *QA/Testing* (2 titles) | Meta Quest 1/2/3/3S, SteamVR, Viveport, Pico.
- **Console (29 Releases):** *Lead QA* (4 titles) PlayStation 2/3, Xbox 360, Wii, GameCube.
- **PC/Web (4 Releases):** *Lead QA* for 1 Server-based MMO, 2 Windows Standalone.
- **Handheld (18 Releases):** *Lead QA* (3 titles) PSP, Nintendo DS/GBA.

EDUCATION

- **Master of Science in Computer Science** – University of Central Florida
- **Bachelor of Arts in Game Design** – Collins College

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

Full Master CV available upon request.