Jason Thummel

Software Engineer II

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Objective

Professional Experience

2014 – Present **Mobile Gameplay Engineer – EA Salt Lake**
- Worked on Minions Paradise for 2 years over multiple iterations to create a AAA mobile title. Also got extensive experience working with a 3rd party licensor (Illumination Entertainment)
- Exceeded expectations in transferring Scrabble from EASPB to EASL, and actually increased revenue in the process
- Supported both Minions and Scrabble as a Live Service

2013 **Paid Intern – 3 Month Summer Internship at EA Salt Lake**
- Gameplay Engineer for the Sims 3: Into the Future Expansion
- Implemented several features
- Spent extensive time debugging in Alpha

Game Projects

2016 – 2017 **Scrabble – Mobile Puzzle Game (Unity)**
- Seamlessly transitioned the project from St. Petersburg to SLC
- Enhanced the game's event system to provide seasonal content to players
- Got experience implementing external Ad SDKs into a game

2016 **Unannounced Prototype – Mobile Card Game (Unity)**
- Created the distributed build process for the project using Jenkins
- Focused on UI implementation in Unity3D
- Worked with Design to help define moments of player skill

2014 – 2016 **Minions Paradise – Mobile Builder Game (Unity)**
- Worked on project from the ground up, involved in every aspect
- Collaborated extensively with Art in both 2D and 3D implementation
- Ran Live Services on the game for over a year

Languages and Tech

Languages: C#, C++, Java, Java 3D, Python
Tech: GIT, Perforce, Jenkins, GAE, Strange IOC

Applications

Unity 3D, Source Tree, JIRA, DevTrack, P4

Education

2012 – 2014 **EAE Masters Game Studio at the University of Utah**
Master of Science (Computer Science – Game Engineer)

2008 – 2011 **University of Utah, Salt Lake City, Utah**
Bachelor of Science (Computer Science) 3.65 GPA

References

Available on request.