

Jacob Farmer

Technical Game Designer and Systems Programmer

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Education

Bachelor of Science in Game Design (B.S.)

Full Sail University — Winter Park, FL

October 2026

Experience

Dead Circuit — Solo Developer

- Engineered a fast-paced, atmospheric first-person zombie survival shooter built in Unreal Engine 5, focused on level flow, technical combat mechanics, and atmospheric lighting.
- Architected modular weapon systems supporting various gun types and fire modes, alongside a dynamic wave-spawning system.
- Designed the core gameplay loop and level progression, implementing point-based gating systems for weapon purchases and area unlocking.

Pookie Puca — Level Designer & Scripter

- Created a narrative-driven comedic horror game built around puzzle mini-games and cinematic sequences, developed in Unreal Engine 5 for Scream Jam 2025.
- Designed core gameplay mechanics and scripted overarching game modes and systems using Blueprints.
- Collaborated in a cross-functional team of artists, musicians, and programmers to integrate assets and ensure cohesive gameplay flow.

Half Pint Heroes — Gameplay & Level Designer

- Produced a 2D puzzle-platformer built in Unity where players seamlessly swap between three characters to solve collaborative puzzles and unlock progression paths.
- Conceptualized and implemented level mechanics, gating areas to encourage strategic character-switching.
- Defined character gameplay functionality and coordinated with a developer, artist, and musician during a rapid game jam environment.

Skills

- **Professional Skills:** Team Leadership, Project Management, Agile/Scrum, Communication
- **Game Design:** Level Design, Systems & Balancing, Mechanics Prototyping, Playtesting & Iteration, Narrative Design
- **Game Engines:** Unity, Unreal Engine 5
- **Languages & Tools:** C#, C++, Blueprints, Git / Perforce

Work History

Store Manager / Retail Keyholder — GameStop

04/2023 - 09/2025

- Led daily operations for two stores. Managed inventory control, and supervised store staff in a fast-paced retail environment.