Jeff M. Underwood

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Summary:
• Passion for designing and developing games of all kinds
• Commitment to teaching game development students of all levels
• Extensive experience with a wide range of languages, APIs and Graphics Packages
• Able to independently learn, implement, and teach new technologies
• Extensive knowledge of team relationships and management

Skills:
• Programming Languages: C#, C++, Java, Javascript, Blueprints, UnrealScript, Lua, OpenGL, PHP, MySQL, Intel Assembly, Lisp, Actionscript, HTML/CSS, XML, JSON
• Software Packages: Unity, Unreal, Flash, JIRA, Confluence, Trello
• Operating Systems: Windows, OSX, iOS, Android, Linux, Unix
• Production Methodologies: Agile/SCRUM, Kanban, Waterfall
• Other: Strong analytical and problem solving techniques, excellent communication skills, comfortable in both team and individual work environments. I consider myself a self-starter and a quick learner. I am also familiar with modern game development and project management techniques.

Industry Experience:

Founding Partner/C.T.O./ Creative Director Mutant Entertainment Studios (M.E.S)
(2006 – present)
• Oversaw development of companies entire product catalog:
  • 7 Commercial published titles, 1 game in current development
  • 88,000+ units sold
• Responsible for Business Development and Creative Direction of Studio
• Manage day to day operations of M.E.S's production and operations
• Hired and supervise development team of 3 full time employees
• Manage a variety of contract workers in art and programming
• Responsible for periodic Executive team meetings and development updates
• Implemented game website/server processing/forum/account systems
• Responsible for overseeing implementation of a credit card processing system
• Responsible for creation and implementation of M.E.S website
• Responsible for creation and implementation of all game marketing materials
• Implemented and maintained developer blog & excellent customer service
• Responsible for User Interface design and implementation
• Planned and implemented game data, user experience flow and data storage strategies

Commercial Projects:

Kaiju Fishing - PC/Steam - In Development
https://store.steampowered.com/app/1043110/Kaiju_Fishing/
- Responsible for Creative Direction and Design
- Implemented all Fish game objects
  - Random spawn from loot table
  - Boid based AI schooling behavior
- Implemented all Resource systems
- Implemented all Crafting systems
- Implemented all Save/Load systems
- Implemented all Quest systems
- Created and programmed UX systems
- Implemented and supervised all Version Control systems/user flow

I Can't Believe It's Not Gambling 2(k) - PC/Steam - Dec 2019
https://store.steampowered.com/app/1157790/I_Cant_Believe_Its_Not_Gambling_2K/
- Responsible for Creative Direction and Design
- Implemented Loot systems
- Created and programmed all UX systems
- Created and implemented all Version Control systems

Publisher for Knighty Night - PC/Steam - June 2019
https://store.steampowered.com/app/1087480/Knighty_Night/
- Responsible for scouting dev team
- Responsible for all contract negotiations
- Coordinated and implemented all marketing/outreach efforts

Steamulator - PC/Steam - Jan 2019
https://store.steampowered.com/app/881500/Steamulator_2019/
- Responsible for Creative Direction
- Supervised Design team
- Created and programmed all UX systems
- Created and implemented all Version Control systems

Astro Joust - PC/Steam - March 2018
https://store.steampowered.com/app/762670/Astro_Joust/
- Responsible for Creative Direction
- Supervised Design team
- Created and programmed all UX systems
- Created and implemented all Version Control systems

I Can't Believe It's Not Gambling - PC/Steam - December 2017
https://store.steampowered.com/app/733990/I_Cant_Believe_Its_Not_Gambling/
- Responsible for Creative Direction and Design
- Implemented Loot systems
- Created and programmed all UX systems
- Created and implemented all Version Control systems

Questr - PC/Steam - August 2017
https://store.steampowered.com/app/675990/Questr/
- Responsible for Creative Direction and Design
- Implemented gameplay prototypes, both paper and electronic
- Created and programmed all UX systems
- Created and implemented all Version Control systems

The Campaign of 1863 - PC/Web – Fall 2013

http://www.campaign63.com/
- Created all Front End game systems (Flash)
- Created all Server Side architecture (LAMP Stack)
- Created and implemented all Version Control systems (Git)

Teaching Experience:

Lecturer at California State University, Chico (2012 - present)

Courses Developed:
- CSU Chico CAGD 270 - Level Design
- CSU Chico CAGD 377 - Mobile Game Development
- CSU Chico CAGD 380 - Game Scripting
- CSU Chico METX 358 - Emerging Technologies in Media and Entertainment
- CSU Chico METX 458 - Applied Emerging Technologies in Media and Entertainment
- CSU Chico CAGD 375 - Video Game Pre-production
- CSU Chico CAGD 280 - Introduction to Game Scripting

Courses Redesigned:
- CSU Chico CAGD 170 - Video Game Design - Online/Flipped classroom conversion
- CSU Chico CAGD 470 - Video Game Design - Online/Flipped classroom conversion
- CSU Chico CAGD 495 - Advanced Production - Agile/SCRUM implementation

Courses Taught:
- CSU Chico CAGD 170 - Video Game Design
- CSU Chico CAGD 180 - Scripting and Programming for Computer Graphics
- CSU Chico CAGD 270 - Level Design
- CSU Chico CAGD 370 - Video Game Development
- CSU Chico CAGD 377 - Mobile Game Development
- CSU Chico CAGD 380 - Game Scripting
- CSU Chico CAGD 470 - Video Game Production
- CSU Chico CAGD 495 - Advanced Production
- CSU Chico CAGD 358 - Emerging Technologies in Media and Entertainment
- CSU Chico CAGD 458 - Applied Emerging Technologies in Media and Entertainment
- CSU Chico CAGD 375 - Video Game Pre-production

Academic Projects:
USGS Aftershock Forecasting Serious Game project - Fall 2023
$200,000 grant awarded to develop a serious games application for Emergency Manager training.
University Comms & Alumni Association - Spring 2023
https://metx.yourweb.csuchico.edu/Wildcat/index.html
Big Chico Creek Ecological Reserve - Spring 2022
https://metx.yourweb.csuchico.edu/BCCER/index.html
Bidwell Mansion Immersive Experience VR - Spring 2021
http://metx.yourweb.csuchico.edu/BidwellMansion/

[Red Bluff Roundup AR Experience](#) - Spring 2020
        http://metx.yourweb.csuchico.edu/RedBluff/
[Lundberg Family Farms VR Facility Tour Experience](#) - Spring 2019
        http://metx.yourweb.csuchico.edu/Lundberg/
[Sierra Nevada Original Brewery VR Tour Experience](#) - Spring 2018
        http://metx.yourweb.csuchico.edu/SierraNevada/
Programmer - Jennifer Underwood's Masters Project - Museum Installation - Fall 2013

Professional Development:
        Fall 2023 Equity Minded Pedagogy

Service contribution to the department, college, university and community

Department:
        • CAGD Curriculum/Lab committee - 2012 - present
                • Curriculum chair 2023
        • CGC Student Club Advisor - 2015 - present
        • CAGD Choose Chico Day representative - 2013 - present
        • CAGD Preview Day representative - 2013 - present
        • CAGD/CGC Chico Game Jam Creator and Coordinator - 2015 - present
        • CAGD ECC Design Expo Coordinator 2017-2021
        • CAGD/CGC Excellence in Computer Graphics Awards Coordinator 2015 - present
        • CAGD Game Development Curriculum Ad-Hock Committee Coordinator 2020 - present
        • [CAGD Chico State Giving Day](#) Coordinator 2018-2019, 2021, 2024

College:
        • College of ECC representative to CSUC Academic Senate Lecturers Council - 2023
        • College of ECC MFG Expo - CAGD VR presentation/coordinator - 2018
        • College of ECC representative at Tecnologico de Monterrey: Guadalajara - [Global Faculty Exchange](#) 2014
        • College of ECC representative and Judge at Tecnologico de Monterrey: Guadalajara - XIX International ITSM Fair 2014
        • Special Session Winter Game Development courses - Tecnologico de Monterrey students at Chico State - 2013

University:
        • CSUChico rep International Education Fair - Tec De Monterrey Guadalajara - 2014
        • [Technical advisor/coordinator VR presentation at President's Convocation](#) - 2018
        • Go Virtual Mentor - 2020

Community:
        • [Global Game Jam Site Coordinator](#) - 2013 - present
        • Extra Life UC Davis Children's Hospital Chico Event Coordinator - 2018 - present
        • Chico Softball Little League Information Officer - 2012 - 2015
        • Chico Softball Little League Manager - 2014 - 2015

• Chico Central Little League Manager - 2016 - 2018

Conferences/Presentations:
• CAGD Choose Chico Day "Game Development" presentations - 2013 - present
• CAGD Preview Day "Game Development" presentations - 2013 - present
• ECC success series "CAGD Pedagogic Application, Development and Practices for Student Success" - 2018
• CSU Tech Conference "VR Storytelling in 16 weeks - cutting through the hype" - 2019
• BEA Conference "METX: Media, Entertainment & Technology - interdisciplinary storytelling using emerging technologies" - 2019
• ECC Kitchen Plates series "Group Projects in Virtual Environments" - 2021

Education:

California State University, Chico
    B.S. Computer Science - Option: Graphics Programming December 2005
    3.14 GPA

Santa Rosa Junior College
    Associates Degree - 2.84 GPA

Awards:

Dean's Honor list:
    Spring 2004
    Fall 2004

References available upon request