Jared Segal

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SUMMARY

Veteran software engineer with 13 years of experience primarily in C# and C++. Previously a software engineer and **technical lead at EA** working on College Football. Completed a **Master's in CS from Georgia Tech** and released my own 2D puzzler on Steam. **Extensive experience working on projects and teams remotely**.

WORK
HISTORY

Space Cadet Interactive

Solo Developer on Bake Until Done   January 2024 - Present

- Constructed a system in C++ for procedurally generating levels in a deterministic manner
- Integrated level generation system into *Bake Until Done*, being developed in Godot

Solo Developer on Sam & MaRU (2021)   August 2015 – August 2021

- Designed and implemented system for allowing the player to manipulate the physical interactions of objects in a level to solve puzzles
- Developed all code, art, content, and tools for puzzle-solving game using Unity and C#
- Designed custom programming language based on C++ syntax to teach coding principles
- Architected custom loading system and level editor for rapid iteration of puzzles with an object-oriented design focused on loose coupling of game dependencies
- Created all the production art and animation assets for the game
- Developed build system for packaging content to support different gameplay resolutions, localization, platforms, and release types
- Implemented multi-threaded puzzle simulation system to prevent brute force solutions

Electronic Arts - Tiburon   August 2021 – December 2023

Software Engineer II & Lead – EA College Football 25

- **Technical Lead** on Road to Glory mode for first College Football release in 10 years
- Implemented **networked** features from backend to UI in C++, while integrating with existing client/server codebase
- Developed best practices with other tech leads for our teams
- Broke down tasks and interfaced with producers and development directors to get work scheduled
- Worked closely with designers to ensure in-game features meshed with game design while working within technical and time constraints
- Created technical design documentation to meet design needs and guide other SEs
- Collaborated regularly with other teams working on both College and other games
- Reviewed code and other submissions from the team

Tiltfactor Game Lab at Dartmouth College   May 2016 – August 2021

Programmer for multiple interactive digital arts projects

- Developed iPad Swift apps, web pages, and PHP server tech for an award-winning interactive digital experience
- Implemented a neural network-based generative art piece that created unique images based on training a DCGAN with Python
- Created two JavaScript-based geometric art generation systems

National Instruments   August 2009 – December 2018

Senior Software Engineer (2017-2018) on LabVIEW UI Team
Staff Software Engineer (2013-2017)
Software Engineer (2011-2013)
- Designed and developed multiple high-profile LabVIEW widgets and controls
- Integrated new controls into a C# codebase with tens of thousands of classes
- Collaborated closely with design, UX, and infrastructure teams to ensure project success
- Engaged in an Agile development process, creating stories and breaking down tasks
- Reviewed code for the team and department to ensure code quality
- Implemented a control for displaying a 3D point cloud of hundreds of thousands of points with user interaction and without the need for hardware acceleration

Senior Software Engineer on LabVIEW Web team (2018)
- Developed multiple major features in a mixed C++ and JavaScript web application
- Served as technical point of contact for junior members despite short tenure on team

Applications Engineer (2009-2011)
- Directly supported customers and sales staff, resolving technical issues
- Became a technical lead in 100+ person department for LabVIEW and software issues
- Taught multiple customer-facing classes on our products in person and online

SKILLS

Languages: C/C++, C#, Python, GDScript, JavaScript, Rust, Swift, Java
Frameworks/Engines: Unity, Frostbite, Godot, WPF, Unreal
Tools and Other Knowledge: Git, Perforce, Visual Studio, JIRA, Agile, Steamworks

EDUCATION

Georgia Institute of Technology   January 2019 – May 2021
  M.S. in Computer Science; GPA: 4.0

Vanderbilt University   August 2005 – May 2009
  B.E. in Computer Engineering and Mathematics, Summa Cum Laude; GPA: 3.81