

Jerry Banaag

Education

Full Sail University - Bachelor's Degree in Game Development

August 2022 - June 2024

Erie County Technical School, Erie, PA - Computer Programming Diploma

August 2018 - June 2022

North East High School, North East, PA - Diploma

August 2017 - June 2022

Skills

Visual Studio

Spent time programming using Visual Studio 2017 and Visual Studio 2019 while learning C# and C++. Programmed using Visual Studio 2022 while attending Full Sail.

Unity 3D

Completed a project using Unity 3D version 2021.3.24f1

Unreal Engine

Worked on a project in Unreal Engine 5.0. Also took a class based in Unreal Engine 4.27.2

FLECCS

Created different algorithms in a project to determine where the enemies are in space before passing that information to a renderer.

Scrum and Agile workflow

Researched and applied Scrum and Agile methodologies to multiple projects. Also managed sprint based work, Jira boards, and daily stand-ups for those projects.

Networking

Worked on a socket based project that connected and disconnected users to/from a server. Also attempted to network using netcode for gameobjects in Unity 3D.

Experience

Psychic Protocol ~ FPS Midterm Project 5/30/2023 - 7/21/2023

A Unity 3D project that was completed over the course of two months with a group of five others. During the first month we applied basic game development concepts to the project. We then improved the project by using Scrum and Agile methodologies to manage our workload throughout the second month.

Invasion of Liberty ~ Top Down Dev 4 Project 10/27/2023 - 11/23/2023

A group project where each of the members of the group were assigned a role to fulfill. This project had us using our own renderers as well as FLECCS to create a game. My role as team lead had me managing our group's Jira board and minimizing a backlog as we worked through sprints.

Joe Pizza Experience ~ Dev 5 Project 1/8/2024 - 2/1/2024

A group project made in Unreal Engine 5 that emphasized reusable and modular code. Our group decided to make a series of minigames that a player would play back to back. For this project our group agreed to write abstract code that could be reused in other minigames.

Graphics Programming ~ Two Graphics Courses 8/28/2023 - 10/19/2023

Improved my understanding of vector math through rendering 3D objects in digital space. Implemented Vulkan to a renderer by setting up the rendering pipeline as well as some simple directional lighting. The rendering pipeline was simple in theory but took me a lot of time to implement as I was constantly trying to find which small values in my code were not connected properly.

Application Creation ~ Two Project Courses 1/27/2023 - 2/24/2023 & 5/1/2023 - 6/5/2023

These were projects that I was assigned to work on alone in Visual Studios using wxWidgets to create applications. I worked to complete weekly expectations by applying concepts learned in lectures to my projects and researching algorithms as well as documentation.

Improving in C++ ~ Multiple C++ Classes 1/2/2023 - 2/25/2023

Full Sail placed me in a series of classes to broaden my knowledge of C++. Most notably were the classes that taught me how to program using a class based structure and the classes that emphasized the use of pointers. These classes made me think about the execution order of my code and sometimes had me drawing out diagrams of my code in order to debug my programs.

Tutoring for Game Development 1/18/2024 - June 2024

During the last few months of my degree I chose to take on tutoring other Game Developers in earlier courses. Tutoring allowed me to improve my ability to convey programming concepts to others. It also allowed me to reinforce my base concepts in programming as I solve new issues that other students find.