

Jack Vento

Software engineer

Experience

Archetype Entertainment – Exodus (PS5, Xbox, PC)

Gameplay Engineer- AI

April 2024 – Present

- Served as the point of contact for companion development, including but not limited to exploration behaviors, traversal, and combat.
- Developed combat systems for both companion & enemy AI (positioning, ticketing, coordination, attack systems, cover, evade, etc).
- Contributed to animation engineering by creating safe patterns for gameplay-anim communication.
- Worked closely with design to create new enemy and companion AI.

Blizzard Entertainment – Survival Game (Next-Gen Multiplatform)

Gameplay Engineer- AI

Mar 2023 – April 2024

- Developed projectile, targeting, spawning, and perception systems that served as a foundation for a deep creature content pipeline.
- Co-created a multithreaded client/server gameplay debug framework servicing 100+ stakeholders.
- Mentored junior engineers on programming patterns, code reviews, and career development.
- Managed our summer intern and assisted in the delivery of an engaging summer intern program.

Electronic Arts – Battlefield (iOS/Android)

Gameplay Engineer- AI

Mar 2022 – Mar 2023

- Shipped a proprietary Utility Theory decision making framework.
- Designed, engineered, and shipped level of difficulty, perception, & aiming systems.
- Developed NPC design tools that allow custom spawning, combat encounters, and vehicle behaviors.
- Contributed to debugging tools, including an automated suite of client bot CI tests

Gameplay Engineer Intern – AI

Jun 2021 – Mar 2022

Skills

Programming Languages

- C++
- C
- Python
- Unreal Blueprint Scripting

Tools & Applications

- Unreal Engine 4 & 5
 - Perforce
 - Git/Github
 - Jira & Confluence
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Education

Bachelor's of Computer Science, University of California: Santa Cruz

Mar 2022