BLAINE (JACK) MYERS

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PROFESSIONAL WORK EXPERIENCE

Gearbox Software (March 2015 – current)

Game Programming

Software Engineer, UI. Responsible for implementing UI features on several game projects.

- Game programmer for shipped titles **Borderlands 3** and **Battleborn** working in **C++** for Xbox One, PS4, Windows, et al.
- Implemented inventory, vending machines, various customization screens, and other features.
- Implemented notification system, health, shield, and other overlays.
- Developed and maintained menu and overlay core systems.
- **Unreal 4 Engine**: Implemented actors, components, and various systems using UE4 paradigms.

2K Sports (Take-Two Interactive) (October 2011 – March 2015)

Software Engineer, Game Programming

Features Team Engineer. Responsible for implementing game mode features for the NBA 2K series of video games.

- Game programmer for shipped titles **NBA 2K13-15,** and **MLB 2K12** working in **C++** for Xbox One, PS4, Windows, Xbox 360, and PS3.
- Implemented character progression, character customization, team training, and other franchise management features related to the simulation of an NBA season.
- Improved system for serializing game data, including implementing cloud-save.

EDUCATION

Utah State University (Graduated May 2011)

Bachelor of Science in Mathematics and Computer Science

Emphasis: Computational Mathematics · **Honors**: Summa cum laude

HOBBY PROJECTS

E.X.P.L.O.R.: A New World and Emergence Game Engine (C++)

- Emergence is a Game engine and editor.
- EXPLOR is a late 80s early 90s era inspired turn-based dungeon crawler RPG game with modern features such as actual 3D. Features combat, inventory, dialog trees, quests, vendor NPCs, party progression, and more.

More Information

- Various open source projects at https://github.com/beemfx.
- Additional information available at http://www.blainemyers.com.