# John Hawley

www.johnhawley.io | Simi Valley, CA | jhawley318@gmail.com | 318-465-6911

## OBJECTIVE

Level 99 button masher looking for a new quest to hunt bugs and level up my career!

## EXPERIENCE

**2K Games - Junior Software Engineer**                                                **Jan 2019 - May 2023**
- Connect 2K's backend technology API into *LEGO 2K Drive* to manage player account information.
- Improve *LEGO 2K Drive* in-game store UI and user experience and troubleshoot store bugs to increase stability.
- Implement Epic Online Services API into *Bioshock: The Collection* for distribution on the Epic Games Store.
- Insert data telemetry into *WWE 2K22* to retrieve in-game user behavior for the data analytics team to improve development resource management for future titles.
- Add additional controller functionality and fixes to *XCOM: Chimera Squad* and update the NavHelp UI System.
- Update and maintain in-house Jenkins build pipeline and tools to increase development efficiency.
- Deploy and test projects on multiple platforms: Steam, Epic, Xbox, Playstation, Nintendo Switch.
- Coordinate with a multidisciplinary team: bug hunting with dedicated testers, troubleshooting graphical issues with artists, managing project tasks and time estimates with producers, and code-review with engineers.

**BVM Capital Partners Limited - Unity Game Developer**                                **Jan 2018 - Jan 2019**
- Implement gameplay and UI for shipped match 3 mobile game *Fruit Pursuit* to improve player's satisfaction and enjoyment.
- Design increasingly more challenging levels with a scoring system for players to progress through.

**Cyber Innovation Center - Web Application Developer**                                **Jun 2016 - Sep 2016**
- Develop a web app that visualizes escalation data from areas of conflict to help users process the situation faster.
- Collaborate with researchers and data analysts to understand the data sets and gradually refine the visualization.

## PERSONAL DEVELOPMENT

**Digital Media Institute at Intertech - Interactive Software Development Certification**     **Jan 2017 - Dec 2017**
- Cultivated programming and game development proficiency through certified 1-year intensive game programming school.
- Created 8 game projects during curriculum and additional game projects outside of the program.
- Daily programming drills to practice coding fundamentals and design patterns.

**Independent Game Development**                                                        **Aug 2016 - Present**
- Won 1st Place at DigiFest 2017 48 hour game jam for entry *Lit Bit Retro Mix.*
- Won Best Gameplay at Louisiana Tech University 2017 Game Jam for solo entry *The First Circle.*
- Rapidly developed a vaporwave inspired Unreal Engine Platformer at Weekly Jam 66: *V A P O R M A N.*
- Prototyped a high velocity character action game *No More Spacers* for Ludum Dare 42 Game Jam.
- Collaborated with a team to create a Cooperative Cat Catching Game *Catastrophic Crisis* at LSUS Game Jam 2017.
- Created a UI focused visual novel style investigation game *Officer Baron's Afternoon Investigation* for DMI's Bear Jam 2017.
- Consistently improving programming skillset through online development courses like GameDev.tv, Zero to Mastery.

## EDUCATION

**Louisiana Tech University**                                                          **July 2011 - July 2016**
Bachelor of Science, Computer Science
Bachelor of Arts, English

## SKILLS

**Languages:** C++, C#, Python, JavaScript, PHP, React.js, Node.js, HTML, CSS, GDScript, Blueprints
**Source Control**: Git, Perforce
**CI/CD:** Jenkins
**Development Environments:** Visual Studio, Unreal Engine 5, Unreal Engine 4, Unreal Engine 3, Unity, Godot
**Databases:** MySQL, PostgreSQL