JARRID KAMPHENKEL

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SUMMARY

Gameplay programming lead / narrative tech contributor with C++/C# and Kotlin experience. Drove delivery of core systems (narrative, spellcasting/crafting, Procedural Generation tools), mentored peers through reviews, and maintained stable builds. Built lightweight tools/pipelines and cross-platform Qt apps, balancing performance with clear, maintainable code.

EXPERIENCE

Pocket Gems, Scene Scripter (Contract)
Jan 2023 - Apr 2023

- Scripted game scenes in Visual Studio Code for a mobile game in Unity, consistently meeting tight deadlines.
- Conducted daily team syncs to align objectives, enhancing collaboration and communication.
- Resolved over 80% of bug tickets within 48 hours, demonstrating proactive problem-solving.

Once Lost Games, Gameplay Programming Lead
2022 - 2025

- Led design and implementation of core gameplay systems (narrative, spell-casting, spell-crafting)
- Established coding standards and review practices; ran weekly code reviews for Gameplay Programmers and signed off on merges.
- Owned system quality and performance for gameplay features

Spellcast, Narrative Tech Lead
2020 - 2025

- Planned sprints for the narrative team; set weekly goals, ran stand-ups/reviews, unblocked owners, and tracked delivery against milestones.
- Defined the narrative pipeline end-to-end (spec → implementation → QA)
- Extended dialogue node library with minor features (validation checks, small condition nodes and adding small features to level design tools) using C#, and documented usage for the team.

EDUCATION

Southern New Hampshire University
Bachelor • Computer Science • 2019 - 2024
Relevant Coursework: Full Stack Development, Data Structures, Mobile Programming, C# Programming in Unity, CS-210: Programming Languages (C++)

SKILLS

- **Programming & Platforms:** C++, C#, Python • Android (Kotlin) • Qt/QML • Unreal (C++/Blueprints) • Unity

- **Tools & Workflow:** Git/GitHub, Git LFS • CMake, Gradle • Visual Studio, Rider/CLion, Android Studio, VS Code • JUnit • SQLite/SQL