

JAKE SEIDE | Technical Game Developer

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Work Experience

VR/XR Developer

(Dec 2022 - Present)

Verity Integrated Systems - Huntsville, AL

Spearheading the technical development of VR/XR experiences to direct warfighters through procedures for understanding and maintaining future-facing equipment. Leveraging the Unity and Unreal game engines to derive data-driven insights from concept development, refinement, and beyond.

Human-Centered Designer

(Aug 2019 – May 2020)

Emergent Media Center - Burlington, VT

Conducted and applied research on emerging technologies to design a product solution for visually impaired individuals to navigate the Burlington streets safely. Iterated on low and high-fidelity prototypes to create a final wireframe prototype of a navigation app. Promoted from technical intern position.

Projects

(Verity Integrated Systems) Verity Hyper Dome

Dec 2024 - Present | Team Size: 2 | Unreal Engine 5

Leading the technical effort to develop an interactive data synthesis & visualization environment for an offensive strike missile system in Unreal Engine 5 by visualizing all aspects of the vehicle's operations from assembly to launch, threat avoidance, and impact.

- Proving asset pipeline to display analytical data (e.g., aerothermal, mechanical, manufacturing, and operational analysis) in the Unreal Engine from multiple disparate engineering software sources.
- Developing systems to accurately visualize missile trajectories on a to-scale earth model in real-time using Cesium for Unreal.
- Leveraging the passthrough capabilities of the Varjo XR-3 to visualize and interact with CAD files during development to allow team members to make data-driven insights.

(Verity Integrated Systems) MEP-1050 Generator Maintenance Demo

Feb 2023 - July 2023 | Team Size: 4 | Unity Game Engine

Built a multiplayer VR application to train users to perform maintenance activities on a MEP-1050 Generator. Demo can be adapted to the maintenance process of any machine or vehicle.

- Initiated the development of essential features including networking, task progression, user interaction, and a save/load system.
- Created developer tools to streamline the process of adding, removing, and reordering tasks using Unity Scriptable Objects.

Education & Certifications

Champlain College, VT | (B.S.) Bachelor of Science - Game Design, Minor - Game Programming (2018-2022)

Ubisoft Game Lab Competition Nominee: Best in Design (2021)

Escape from the Bodysnatchers

Certified Scrum Master

ScrumAlliance | Iss. 2019-2021

Tools

Unity, Unreal Engine, Object Oriented Programming: C# and C++, VR Development: HTC Vive and Varjo XR-3, Blender Scripting, Git Version Control