

CONTACT

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PROFILE

I'm a computer programmer residing in Maine, USA with over 10 years of experience in software, game and web development. I specialize specifically in C++ and Blueprint code on Unreal Engine, which I have over 8 years of experience with. I've worked extensively with web/game server data integration, dedicated servers and AWS.

PROFESSIONAL SKILLS

Unreal Engine	<div style="width: 100%;"></div>
C++ AND C#	<div style="width: 100%;"></div>
Blueprint	<div style="width: 100%;"></div>
UMG & Slate UI	<div style="width: 95%;"></div>
PHP / MySQL	<div style="width: 100%;"></div>
Multiplayer	<div style="width: 100%;"></div>
Javascript	<div style="width: 90%;"></div>
AWS	<div style="width: 100%;"></div>
Ubuntu / Linux	<div style="width: 100%;"></div>
Node.js	<div style="width: 90%;"></div>
Graphics Design	<div style="width: 100%;"></div>
3D Modeling	<div style="width: 95%;"></div>
XR Experience	<div style="width: 100%;"></div>
Solidity	<div style="width: 75%;"></div>
Fullstack Dev.	<div style="width: 95%;"></div>
Mathematics	<div style="width: 100%;"></div>
Management	<div style="width: 95%;"></div>
Jenkins	<div style="width: 60%;"></div>

EDUCATION

- CENTRAL MAINE COMMUNITY COLLEGE
BUSINESS ADMINISTRATION - 2011
- CENTRAL MAINE COMMUNITY COLLEGE
COMPUTER NETWORKING I & II - 2008-2010

JARRAD TOTMAN

SENIOR LEAD GAME / FULLSTACK DEVELOPER

EMPLOYMENT / EXPERIENCE

- SENIOR C++ DEVELOPER - SHRAPNEL.COM**
Shrapnel Studio - "SHRAPNEL" - Los Angeles June 2022 - Jan. 2023
 - Custom C++ Extraction Point Game Mode
 - Data integration, PlayFab and extensive debugging
- LEAD DEVELOPER & PROJECT MANAGER - ONESSUS.COM**
ONESSUS - "NIFTYVILLE" & "HODLGOD" Oct. 2021 - June 2022
 - Team management of 60+ members and project planning
 - Extensive and robust AI work, PlayFab integration, multiplayer networking/AWS
- SENIOR LEAD DEVELOPER - 3DCITYSCAPES.CA**
3D City Scapes - "PINK SLIP CITY" - Toronto Dec. 2021 - April 2022
 - Created hyper-realistic Porsche 911 GT3 in Unreal Engine 5
 - Multiplayer networking/replication and server management/architecture (AWS)
- SENIOR C++ DEVELOPER - MARS4.ME**
MARS4 Studio - "MARS4 METAVERSE" Oct. 2021 - Dec. 2021
 - Integrated Open World Server with seamless load-balanced server grid (AWS)
- SENIOR LEAD DEVELOPER - HELIXMETAVERSE.COM**
Hypersonic Labs - "Helix Metaverse" - Los Angeles Aug. 2021 - Jan. 2022
 - Pedestrian and traffic AI, UI and Watch Dogs inspired object interaction
 - Created hyper-realistic McLaren on Unreal Engine 5 for base vehicle coding
- LEAD DEVELOPER - GOMORTARMEN.COM**
Crouch Jump Interactive - "MORTARMEN" Jan. 2020 - Jan. 2021
 - Custom C++ slope-and-velocity-based fall damage and ragdoll character physics
 - Replication and multiplayer networking, as well as extensive debugging
- LEAD DEVELOPER**
Snowchimp Interactive - "Shores of Plunder" Oct. 2019 - Feb. 2020
 - Extensive AI work with PvE combat and multiplayer replication/networking
- LEAD DEVELOPER**
Koryu Studios - "Shotgun Samurai" Aug. 2019 - Jan. 2020
 - AI and PvE combat, character rigging and weapon design
 - Texturing, 3D modeling, animating, sound work, mapping and more
- LEAD DEVELOPER**
Canadapt Studio Inc. - "HARDKNOCK NIGHTS" June 2018 - Jan. 2019
 - Global leaderboard design and MySQL integration
 - Custom instant replay and highlight system with media controls
- C++ DEVELOPER - NOWWA.COM**
Now, Winners Announced - "BULLETVILLE" Nov. 2017 - Jun. 2018
 - Hovercraft, hoverboard, hoverbuggy and other custom scifi vehicle coding/physics
- C++ DEVELOPER - IRONCITYGAMES.COM**
Iron City Games - "GEARSTORM" June 2016 - Oct. 2017
 - Interactive 128 player scoreboard and squad system, web & graphics development
 - Vehicle physics work, weapon/character programming and extensive debugging