Jarrad Totman

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Summary

I'm a computer programmer 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. In the last few years I've worked for a handful of multimillion dollar companies and helped one company develop a video game worth nearly five million dollars as senior lead developer.

Experience

Senior C++ Developer
SHRAPNEL

May 2022 - Nov 2022 (7 months)
Senior C++ Development For SHRAPNEL FPS
Developed custom C++ extraction point game mode
Player data integration, extensive debugging and networking

http://shrapnel.com/

Senior Lead Developer
Onessus

Sep 2021 - Aug 2022 (1 year)
Spear-headed development for both NIFTYVILLE and HODLGOD
Team management of 60+ members and project planning
Extensive and robust custom artificial intelligence work
Multiplayer networking/replication and server management/architecture (AWS)

https://niftyville.net/ - https://hodlgod.com/ - https://onessus.com/

Senior C++ Developer
Mars4

Dec 2021 - Apr 2022 (5 months)
Developed server architecture for MARS4
Integrated Open World Server with seamless load-balanced land server grid
Designed seamless server travel, multiplayer networking and replication

https://www.mars4.me/

Senior Lead Developer
3D CityScapes
Dec 2021 - Mar 2022 (4 months)
Spear-headed development of PINKSLIP CITY

Ported Unreal Engine 4 Advanced Vehicle Plugin To Unreal Engine 5 (First globally)
Created hyper-realistic Porsche with launch control system and FMod sound
Multiplayer networking/replication & server management/architecture (AWS)

https://3dcityscapes.ca/ - https://youtu.be/2OS3iCxV9_4

Senior Lead Developer
HYPERSONIC LABS, INC.
Aug 2021 - Mar 2022 (8 months)
Spear-headed development of HELIX METAVERSE (Now worth over 4 million dollars)
Custom pedestrian and vehicle traffic AI work
Created hyper-realistic drivable McLaren on Unreal Engine 5
Custom speedometer and Watch Dogs inspired object interaction
Metahuman integration and extensive UI work
Replication and multiplayer networking
Directive lead and project management of over 20 employees

https://helixmetaverse.com/

Lead Developer
Crouch Jump Interactive
Jan 2020 - Jan 2021 (1 year 1 month)
Spear-headed development of MORTARMEN
Custom C++ slope-and-velocity-based fall damage and ragdoll character physics
Replication and multiplayer networking, as well as extensive debugging

https://gomortarmen.com/

Lead Developer
Snowchimp Interactive
Oct 2019 - Feb 2020 (5 months)
Spearheaded technical development of SHORES OF PLUNDER
Extensive artificial intelligence work with PvE combat and multiplayer replication

https://store.steampowered.com/app/1567190/Shores_of_Plunder/

Lead Developer
Koryu Studios
Aug 2019 - Jan 2020 (6 months)
Spear-headed development of SHOTGUN SAMURAI
Extensive AI work with PvE combat and multiplayer replication
Custom 3d modelling, rigging, texturing, animating, mapping and sound work

https://twitter.com/KoryuStudios

Lead Developer
Canadapt Studio Inc.

Jun 2018 - Jan 2019 (8 months)

Spear-headed development of HARDKNOCK NIGHTS

Designed global leaderboard with MySQL integration

Custom instant replay and highlight system with media controls

Unreal Engine RAZER fight stick integration

Fighting mechanics, multiplayer networking

UI and Main Menu design

https://web.archive.org/web/20200911072449/https://www.canadaptstudio.ca/hnl

C++ Developer
NOWWA (Now, Winners Announced)

Nov 2017 - Jun 2018 (8 months)

Worked on development team for BULLETVILLE

Created custom hovercraft, hoverboard, hoverbuggy, hoverbike and other scifi vehicles (coding/physics)

Multiplayer networking and replication, extensive debugging

https://www.nowwa.com/ - https://www.bulletville.com/

C++ Developer
Iron City Games

Jun 2016 - Oct 2017 (1 year 5 months)

Worked on development team for GEARSTORM

Designed custom 128 player interactive scoreboard and squad system

Vehicle physics work, weapon/character programming, extensive debugging

Web & graphics development, UI development and unreal blueprint work

https://ironcitygames.com/

Education

Central Maine Community College

Lewiston Regional Technical Center

Skills

Unreal Engine • C++ • C# • PHP • MySQL • Multiplayer • JavaScript • Full-Stack Development • Amazon Web Services (AWS) • Mathematics