

Jaegar Sarauer

Game and Software Developer

(778) 229-7727

contact@jaegarsarauer.com

JaegarSarauer.com

github.com/JaegarSarauer

Education

- **Bachelors of Technology in Computer Systems** **British Columbia Institute of Technology**
 - Minor in Games Development **Sept 2016 – April 2018**
- **Computer Systems Technology Diploma** **British Columbia Institute of Technology**
 - Data Communications and Internetworking Option **Sept 2014 – May 2016**
 - Graduated “With Distinction”

Projects

- **Unity 3D First Person Fighter Game** **Mech Arena** **Sept 2016 – Dec 2016**
 - Dynamic GOAP (Goal Orientated Action Planning) AI which evades, tracks, and combats the player
 - Complex system of interchangeable parts which alter the constructed mech's performance
- **High Scores Calculator for Online Game** **OSRSMAXCape.com** **Sept 2016**
 - Retrieves account information using a cURL PHP request to the game's high score database
 - Organizes and displays account data in graphs using Javascript and jQuery
- **Published Android App** **Tile Trial** **Aug 2016 - Sept 2016**
 - Endless level generation as the player progresses
 - Control customization written from scratch
 - Custom, responsive UI and game canvas drawing
- **Qt C++ Windows Application** **Audio Server** **March 2016 - April 2016**
 - TCP/UDP Multicast and peer to peer audio streaming application using Winsock and completion routine
 - Peer to Peer microphone support and the ability to use playlists, request, and upload music
- **Multiplayer Unity C# Linux Game** **DefendAman** **Jan 2016 - April 2016**
 - Team Leader of 5 in a 25-person project involving development
 - Designed a dynamic map generator in C++ utilizing A-Star pathfinding
- **LibGDX Java Multiplatform Game** **Viking Siege 2.0** **Sept 2015 – Dec 2015**
 - Industry project for CultureCraft Designs and developed by a team of 5
 - Varying AI levels, cross-platform peer-to-peer networking, several selections for characters and play types
 - Implemented the gameplay and ported the project to Android

Software Languages

- Languages: Java, C#, C++, C, Javascript, PHP, HTML, CSS, MySQL
- Frameworks: jQuery, AJAX, Bootstrap, CodeIgniter, LibGDX, Cocos 2D-JS
- Tools: Git, Unix, Eclipse, Visual Studio, Android Studio, Unity, GM Studio

Awards

- Best Individual Project - Viking Siege (Judge Vote) **BCIT Open House** **April 2016**
- Best Individual Project - Viking Siege (Peoples Choice) **BCIT Open House** **April 2016**
- Technology Award for Android App - SoupOrCat **Graduate Scholarship** **Feb 2014**