JAKE ROSE

Gameplay and Systems Engineer

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Gameplay and systems engineer with 5+ years of Unreal Engine and C++ experience across multiplayer, VR, AI, performance optimization, and deployment infrastructure. Shipped commercial titles on PC, PS5, Quest, and cloud-streamed platforms, including a Quest Store Top Seller and a Game Awards VR Game of the Year nominee. Known for scalable, designer-friendly systems, from prototype to release.

Experience

GAMEPLAY ENGINEER [CONTRACT] | **OXBLUD LLC** | APR ’26 – OCT ’26 | IRVINE, CA
Unannounced Horror Game (UE5)

- Sole internal engineer for a small indie horror project with a publishing deal. Heavy technical design focus.
- Developed core player features (equipment, weapons, interaction) and designed NPC behavior with State Trees.

UNREAL / DEVOPS ENGINEER [CONTRACT] | **PERSONA AI** | NOV ’24 – JAN ’26 | LOS ANGELES, CA
AI Avatar Agent (UE5) [Linux AWS Pixel Streaming, Web Client (Any Device)] | **Acquired by Luma AI**

- Led deployment of AAA quality builds on AWS GPU Linux instances, streamed at stable 1080p 30fps with 99.9% uptime on bad networks. Profiled traces on deployed hardware, finding a bug that cut CPU tick time 50x.
- Built automated build, cook, and deployment pipelines for Windows, Mac, and Linux, plus an artist pipeline for Windows/Linux visual parity, keeping weekly investor demos stable.
- Diagnosed LLM state machine failures and resolved prompt alignment issues. Implemented Unreal to LLM behaviors, a Chromium-backed presentation mode, and conversation-state fixes.

GAMEPLAY ENGINEER [CONTRACT] | **SURVIOS** | APR ’24 – NOV ’24 | LOS ANGELES, CA
Alien: Rogue Incursion (UE5) [PCVR, PSVR2, Quest 3/3S] | **Game Awards VR GOTY Nominee**

- Owned and shipped critical systems including pause world, adaptive triggers, grab slots, tablet interaction, custom item interactions, grenade throw assist, player/AI synced animations, and five major scripted moments. Cleared 8hr campaign progression and quest blockers, keeping QA unblocked and on schedule through gold.

GAMEPLAY ENGINEER | **DEVIATION GAMES** | SEP ’22 – MAR ’24 | LOS ANGELES, CA
Cancelled AAA FPS Title (UE5) [PS5, PC] | **In Collaboration with PlayStation**

- Architected client predicted multiplayer systems including player/weapon abilities, procedural weapon attachments, net synced timers, enemy traversals and abilities, HUD, metagame menus, and currency/inventory.
- Owned the projectile system from design to integration: a client predicted, server authoritative plugin with a designer-facing Blueprint creation kit, pooled actors, and barrel-to-sightline convergence.
- Profiled with Unreal Insights to improve performance and hold a 30fps tick on a single-core server.
- Notified of promotion to Senior Gameplay Engineer, which was cancelled by the studio’s closure.

ASSOCIATE SOFTWARE ENGINEER | **SURVIOS** | JUN ’21 – SEP ’22 | LOS ANGELES, CA
Creed: Rise to Glory - Championship Edition (UE4/UE5) [PCVR, PSVR2, Quest 2/3/Pro] | **Quest Store Top Seller**

- Upgraded Creed VR from a heavily modified UE4 engine to UE5, converting PhysX to Chaos physics.

Alien: Rogue Incursion (UE5) [PCVR, PSVR2, Quest 3/3S] | **Game Awards VR GOTY Nominee**

- Built foundational VR interaction tech used throughout the game: multi-handed items, hand magnetism and posing with a custom hand pose editor, and throwing aim assist.
- Prototyped early AI explorations with complex traversal animations and indirect pathing logic for xenomorphs.

Education

B.S. GAME PROGRAMMING | **CHAMPLAIN COLLEGE** | SEP ’17 – MAY ’21 | BURLINGTON, VT

- Lead engineer on two Unity Steam releases: *Five-Finger Gunslinger* (7 devs) and *Junkpunk Arena* (13 devs).

Independent

- Founded bytejake llc (Jan ’26 – Present), shipped *samplore*, a C++/JUCE sample browser (standalone app and VST3), and *daplore* (React/Tauri) on a Stripe storefront. Built *Eclipse OS*, an open-source C++ LED framework.

Skills

CORE	C++, C#, Python, Linux, CI/CD, Perforce, Git, Unreal Insights, AWS, Pixel Streaming, LLMs, JUCE
UNREAL	GAS, Gameplay Tags, Enhanced Input, UMG, Slate, Async Loading, MetaHuman, State Trees, Blueprints, Chaos
NETWORKING	Multiplayer, Client Prediction, Replication, Network Optimization, Protobuf