✉ jgoronkin@gmail.com

Jared Goronkin
Software engineer
[Portfolio]

📱 (518) 269-8920

- C#
- C++
- Unity

- Git (command line)
- GitHub
- Unreal

- Agile
- System Analysis
- Rapid Prototyping

- Communication
- Collaboration
- Mentoring

Experience

Software Engineer (Independent Project) | Mosaic | 2022 - Present
- Developed a package for Unity that modularizes character behavior, ensures cross compatibility, and minimizes the technical debt that builds as projects scale.
- Adopted by external teams to accelerate prototyping and support scalable production pipelines.
    - *Click for more info*

Software Engineer (RIT Masters Capstone) | Echoes in The Mists | 2024 - 2025
- Developed the many interconnected gameplay systems of *Echoes in the Mists*, a retro-horror soulslike and my Master's capstone, utilizing a data-driven and modular approach to support a vast range of gameplay experiences.
    - *Click for more info*

Teachers Assistant | Data Structures and Algorithms – RIT | 2024
- Assisted students in understanding and implementing data structures and algorithms, providing guidance on coursework and coding assignments.
- Graded assignments and provided constructive feedback to help students improve their understanding of the subject material.

Project Lead | Data Structure Debug Library – SUNY Poly | 2023
- Led the development of a C++ debug library tailored for Data Structures & Algorithms (CS 240), providing visualization tools to help students better understand and debug their assignments.
    - *Click for more info*

Tech Support | i.am PLUS | 2017-2021
- Engaged with team members to spot problematic patterns across the i.am PLUS user base and provide data to the developers for resolution.
- Provided guidance troubleshooting and diagnosing hundreds of IoT products across a large selection of brands.

Education

Masters of Science (M.S.) Game Design and Development | Rochester Institute of Technology | 2025
Bachelor of Science (B.S.) Interactive Media and Game Design | SUNY Polytechnic Institute | 2023 | GPA: **3.95**
   Computer Information Science (Minor)
   - Academic Achievement Award | 05/05/2023
   - Summa Cum Laude
   - President's Excellence List
Associate of Applied Science (A.A.S.) Computer Information Systems | Hudson Valley Community College | 2021

Other Projects

Dynamic Radial UI Shader | Implemented a GPU compute shader in Unity for a dynamic radial UI in a color-mixing puzzle game. *Click*
Optimized Boids Simulation | Implemented flocking behavior in Unity using spatial partitioning to optimize performance for running in the browser. *Click*
Procedural Terrain | Built a Perlin noise-based terrain generator with designer-friendly curve controls in Unity. *Click*
Scalar Field Rendering | Experimented with 3D mesh generation in Unity through the marching cubes algorithm.