

Jared Goronkin

Game Engineer | MS Game Development

I reduce entropy in software systems.

[Portfolio](#) [LinkedIn](#)

Languages:

C#, C++, GLSL,
Assembly

Engines/Frameworks:

Unity, Unreal Engine,
Godot, EnTT

Systems & Tools:

ECS, Profiling & Optimization, Physics Simulation, Git,
PS5 Dev Kit, Jira, JSON, UI/UX

Featured Game

[Echoes in the Mists \(Souls-Like Game | Unity | PC/Steam Deck/itch.io\)](#) 2024 - 2025

- Led engineering and production.
- My contributions helped earn faculty recognition and a later GDC 2025 showcase for the project.
- Built and maintained scalable infrastructure, coordinating weekly builds and playtests over eight months.
- Engineered all gameplay systems and tools that enabled delivering a full-scale Souls-like featuring 30+ enemy variants, 8+ gameplay-altering charms, and a large interconnected world.

Work Experience

[Lead Engineer](#) (Contract) | StarSouls Studios – Herdspun Harvest, Unity (C#) 2026 - Present

- Led engineering on a 2-person team for a client-funded mobile game, delivering the initial prototype, helping secure follow-on funding, and advancing the project to an iOS/Android demo release.
- Developed a MVC-style architecture that accelerated feature iteration and expansion.
- Implemented offline progression and analytics systems to support early user testing.

[Founder & Software Developer](#) (Independent) | Wyrardware LLC 2022 - Present

- Developed Mosaic, a Unity package that turns gameplay systems into plug-and-play modules, enabling small teams and non-programmers to build mechanics that once required specialized engineer support.
- Applied research from systems like Unreal Engine's GAS, For Honor's Modifiers, and ECS frameworks such as EnTT and DOTS Entities to develop Mosaic's modular architecture.
- Presented at **GDC 2025 at the Empire State Pavilion**.

[Programmer](#) | SUNY Poly – Faculty Led Project 2023

- Developed C++ debugging tools to support teaching Data Structures & Algorithms.

Education Experience

MS, Game Design and Development | Rochester Institute of Technology

BS, Interactive Media and Game Design | SUNY Polytechnic Institute | **GPA 3.96**

- Minor: **Computer Science** (advanced coursework)
- Academic Achievement Award (highest GPA)

AAS, Computer Information Systems | Hudson Valley Community College

[Graduate Instructor](#) | West Virginia University 2025 - Present

- Developed and taught graduate-level UI/UX emphasizing technical implementation in engine.
- Topics include UI/UX patterns, Figma to engine implementation workflows, and UX strategy in studios.
- Partnered with AbleGamers to embed accessibility as a technical requirement in production pipelines.

[Teaching Assistant](#) | Data Structures and Algorithms 2 – RIT 2024

- Conducted code reviews and mentored students on C++/OpenGL data structure implementations.

References

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Available for contact.

(All references have given permission to be listed.)

Richmond "Matt" Hulse | Founder & Game Director, Star Souls Studios

Email: hulse530@gmail.com

Phone: (607) 435-7540

Relationship: Direct supervisor and collaborator on Herdspun Harvest, where I lead engineering and delivered a demo for iOS and Android.

Sten McKinzie | Graduate Program Director, Interactive Games & Media, RIT

Email: semigm@rit.edu

Phone: (585) 475-7097

Relationship: Oversaw our graduate cohort, guided capstone structure, and observed all stages of *Echoes in the Mists* development and presentations.

Chao Peng, MFA, PhD | Associate Professor, Interactive Games & Media, RIT

Email: cxpigm@rit.edu

Phone: (585) 475-7385

Relationship: Advised graduate capstone and taught graphics programming course.