JULIAN MERCER

GAME DEVELOPER

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PROFESSIONAL SUMMARY

Game Developer with 6+ years building gameplay, tools, and multiplayer systems in C++ and C# for console, PC, and mobile titles. Focuses on stable frame rates, responsive controls, and clean systems other developers can extend. Ships on fixed milestones with a strong profiling and debugging habit.

CORE SKILLS

C++ | C# | Unreal Engine | Unity | Gameplay programming | Multiplayer networking | Profiling and optimization | Animation systems | Perforce and Git | Jenkins CI | Tools programming | Unit testing | Shader basics | Mobile performance tuning

PROFESSIONAL EXPERIENCE

Gameplay Engineer Apr 2023 - Present
Electronic Arts, Redwood City, CA

- Build player movement and ability systems in C++ for a console sports title, working to a fixed 60 FPS budget on target hardware.
- Cut average frame time spikes in crowded scenes by 22 percent by moving animation updates to a job system and profiling with PIX and in-house capture tools.
- Implemented client-side prediction and rollback for a new ability, reducing perceived input lag on 100 ms connections to under two frames.
- Built an in-editor tool for designers to tune ability data without code changes, replacing about 30 hard-coded values per feature.
- Fixed 140 bugs across three milestones, keeping the team's open crash count below five at each release candidate.
- Reviewed around 25 pull requests a month and wrote unit tests that raised coverage on the gameplay module from 41 to 63 percent.

Game Developer Jul 2020 - Mar 2023
Zynga, San Francisco, CA

- Developed new features for a live mobile card game in Unity and C#, shipping 18 content updates to a daily audience of about 400,000.
- Reduced app size by 85 MB by compressing textures, deduplicating audio, and moving seldom-used assets to addressables.
- Integrated leaderboards, push notifications, and a third-party analytics SDK, with event data validated by the data team before launch.
- Wrote an automated build and smoke-test pipeline in Jenkins that shortened the release candidate cycle from two days to six hours.
- Debugged memory leaks on low-end Android devices and cut out-of-memory crashes by 35 percent over two releases.

Junior Game Programmer Jun 2018 - Jun 2020
Epic Games, Cary, NC

- Supported a Fortnite gameplay team by implementing UI and input handling features in Unreal Engine under senior review.
- Developed a replay-camera prototype in Blueprints and C++ that was adopted for internal QA review of match footage.
- Reproduced and fixed about 90 reported bugs, writing regression tests for the 20 most frequent defects.
- Documented engine build steps for new hires, which shortened local setup time from a day to about three hours.

EDUCATION

Bachelor of Science in Computer Science, University of Utah, Salt Lake City, UT

CERTIFICATIONS

Unity Certified Professional: Programmer