

Tanner Pearson

Software Engineer

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Languages/Tools/Skills

- C++ (2+ years)
- C#
- C
- JavaScript
- Unity 3D
- Visual Studio
- Azure DevOps
- Git
- 3D Math
- Gameplay Programming
- Procedural Generation
- Tools Development
- Debugging
- Data Driven Content
- Serialization
- Game AI (Pathfinding)
- Level Design
- Algorithm Analysis
- YAML
- Python
- CMake

Job Experience

November 2017 - Present

Cmake and Build Pipeline Engineer

Minecraft, Microsoft, Insight Global

- Created Python script to update version numbers across repository
- Updated Cmake build generation to use newest version of CMake unity buckets
- Investigated and solved issues with YAML pipelines and CMake
- Converted existing Azure pipelines to YAML files

Gameplay Developer

Minecraft Marketplace Partner, Gamemode One

- Core team member of one of the top fifty products on the Minecraft Marketplace
- Created compelling gameplay mechanics using Minecraft's behavior packs system
- Developed a gameplay prototype based around dynamically cutting meshes in Unity using C#
- Debugged Existing content to create a smoother customer experience
- Key contributor to the design of gameplay mechanics and set scope of projects
- Used Javascript to create tools inside Minecraft to help speed up development

Gameplay Programmer & Scripting API Programmer

Minecraft, Microsoft, Insight Global

- Created an interface between the public scripting API and blocks to give players more freedom
- Implemented an event listener/coordinator system with unit tests, catching bugs early
- Wrote public facing documentation and code samples for the public scripting API
- Hooked existing in game weather system into the public scripting API
- Created a UI screen to direct players to the game's bug tracker and feedback website
- Added a new mechanic to the game that changed how players traverse the oceans of Minecraft
- Implemented Telemetry for new Xbox Live achievements
- Wrote a data driven water color system that players can use to customize their game
- Implemented the generation of new ocean biomes for a more diverse underwater experience
- Prototyped a Map marker system that changed the way players explored in the game

Education

DigiPen Institute of Technology (Redmond WA) Graduated May 2017

- B.S in Computer Science in Real Time Interactive Simulation Degree