

# Dawson Jackson

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## EDUCATION

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**Champlain College** Burlington, VT

*Bachelor of Science in Game Programming Expected December 2026*

Campus Activities: Esports Varsity Rocket League

## TECHNICAL SKILLS

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**Languages:** C++, C#

**Version Control:** Git / GitHub, Subversion

**Project Management:** Jira, Confluence

**Engines & Tools:** Unity, Unreal Engine 5

**Dev Tools:** Visual Studio, VS Code

**Other:** Gameplay Systems, UI Systems, VFX, Adobe Premiere

## EXPERIENCE

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**Downswing Studio** Burlington, VT

*Game Programmer — Heart of the Cards*

*May 2025 – Dec 2025*

- Architected and implemented core UI systems for a roguelike card game, enabling complex state-driven menus and in-game overlays used throughout the full game loop
- Translated designer specifications into functional gameplay systems, collaborating in a small indie team using agile iteration based on playtesting feedback
- Managed feature branches and resolved merge conflicts using GitHub, maintaining clean version history across the team

**Sand Storm Studios** Burlington, VT

*Game Programmer — Chyma and the Toll of Time*

*Jan 2026 – May 2026*

- Owned the design and delivery of modular gameplay systems and VFX, taking features from initial implementation through polish and refinement
- Built scalable, iteration-friendly systems that reduced integration friction for designers and artists working in parallel
- Contributed as a generalist across core mechanics, tools, and visual effects in a fast-paced small-team environment

**Gold Rush Arcade** Stowe, VT

*Arcade Assistant*

*June 2024 – Jan 2025*

- Provided customer-facing technical support for arcade hardware and software, diagnosing and resolving issues to minimize downtime
- Maintained a clean, welcoming play environment and communicated clearly with customers to improve their experience