JONATHAN LEADERS

SENIOR GRAPHICS ENGINEER

CONNECT

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ACCOLADES

1st Place State 3D Graphics
1st Place Nationals Tech. Test

Globally a top 6% percentile writer on #1 programming site, Stack Overflow

4.7 million views on professional technical writings across 7 sites

Consultant on app reviewed by Jack Dorsey for White House initiative to empower women in STEM fields

Panel judge for Dallas competition & Warner Bros. tech. panel speaker

Guest speaker for high schools in South Dakota & California

Early stage CTO & advisor on JobSnap, Forbes 30 Under 30 startup

Teammember in 41 wins, 213 nominations including Oscars Annies, & Golden Globes

SOFTWARE DEVELOPMENT EXPERIENCE

2020 - 2023 — **Deviation Games**
Lead Graphics Engineer

- Led team of engineers for unannounced **PS5** title to create next generation graphics techniques in **Unreal 5** engine, such as viscous fluid simulation, dynamic destruction of skeletal meshes, superficial fluid-light interaction (PBR), stylized paint rendering
- Implemented procedural combat dust shader using **Blueprints**, added engine modifications in **C++** for GPU VRAM, BRDF & G-Buffer modifications in **HLSL/PSL**
- Entrusted as technical resource in key initiatives, including international with C-suite

2013 - 2020 — **Leaders & Co.**
Founder, Technical Director

- Hired, trained, managed, programmers & interdisciplinary team creating cloud-based SaaS app for logistics tracking $1MM/mo of jobs (invoicing, scheduling, routing, GPS tracking, coms) in **PHP**, **MySQL**, **Ansible**, **JavaScript, Jenkins, Git, Vagrant, & Docker**
- Prototyped iOS app in **Objective-C** for startup later acquired by AutoDesk
- Automated anti-piracy video transcoding with scaling **AWS EC2** clusters

2010 - 2013 — **DreamWorks Animation SKG**
Global Technical Director, Research & Development Engineer

- Used **Python** to improve rendering, modeling, crowds, and data flow techniques
- Technical Director and R&D Engineer credited in award-winning films such as *Madagascar 3, Puss in Boots, The Croods, Megamind, Home, Turbo, Rise of the Guardians*
- R&D Engineer building next generation lighting tool in **C++** to improve film graphics
- Spearheaded cross-department initiative to get 17% to 250%+ efficiencies for shadow map generation and point base global illumination, reducing load on render farm
- Co-founded "Innovation Lab" featuring NASA, UCLA, White House staff, and graphics researchers

2007 - 2010 — **SpiderMonk Entertainment**
Lead Programmer

Created **C++** Xbox 360 & PC game engine from scratch, including **C#** tools
- Developer/lead on 3 shipped Xbox, PC, Nintendo Wii, Nintendo DS titles

GAME DEVELOPMENT EDUCATION

2005 - 2006 — **Southern Methodist University, Dallas**
Completed "The Guildhall" Masters Level Program

Youngest student to complete graduate level program in Software Development (excelled & skipped college)
- Built **C++** quaternion-based skeletal animator w/ weight vertices
- Engineered real time satellite data tessellator in **C++**
- Engineered compiler, lexical analyzer, and parser in **C++**
- Created 30,000+ line 3D-engine w/ Depth of Field as Thesis project
- Built 3D math library (vectors, matrices, splines, quaternions etc.)
- Converted Half-Life 2, Quake II, and Unreal into different game genre's

PROGRAMMING EXPERTISE

C++		JavaScript	
Python		Java	
C#		Ansible	
Go		Unix	
PHP		HLSL	