JAMES JACOBUS

Engineering Manager / Technical Lead (Unreal)
Olathe, KS (Remote - US) | (775) 771-2344 | jjacobus2344@gmail.com
Portfolio: JamesJacobus.net Company Work: Akimbo.tv | Steam Link: https://bit.ly/2OIeYtP
Education: B.A. Communications (Game Development Emphasis)

ENGINEERING MANAGER / TECHNICAL LEAD (UNREAL ENGINE)

Unreal Engine technical lead and gameplay engineer with 6+ years of experience delivering real-time interactive projects, gameplay systems, tools, and production pipelines. Experienced owning technical execution across cross-functional teams, improving workflow efficiency through tooling and documentation, and partnering with creative leadership to deliver milestone-based work under tight deadlines. Background includes Unreal networking fundamentals, replication, backend integration, and AWS-supported systems.

SKILLS

Leadership/Execution: Technical Leadership, Mentorship, Cross-Team Collaboration, Milestone Planning, Risk Management, Agile/Scrum
Unreal: UE4/UE5, Gameplay Systems, Tool/Plugins, Optimization, Debugging, Sequencer
Networking/Backend: Unreal Replication, Client-Server Concepts, APIs, AWS, Backend Integration
Programming: C++, Unreal Blueprints, C#, Python, JavaScript
Tools: Jira, Trello, Confluence, Notion, Asana, Git, Perforce, Slack, Google Workspace, Microsoft Suite

EXPERIENCE

Akimbo — Unreal Technical Lead / Producer | Oct 2023 – Jan 2026
● Sole Unreal Engine technical owner supporting a ~12-person creative team delivering broadcast/esports event content.
● Led Unreal pipeline development for live event deliverables supporting Fortnite and Rocket League.
● Partnered with leadership to define scope, execution plans, and milestone delivery schedules.
● Onboarded and trained designers into UE5 workflows, increasing productivity by an estimated 30–50%.
● Built internal tools/automation supporting Unreal Motion Toolkit Beta, improving iteration speed and reliability.
● Owned debugging, optimization, and stability for Unreal deliverables used in live production environments.

U.A. Fabrica — Gameplay Engineer / Systems Designer / UX Designer | Apr 2022 – Oct 2023
● Developed VR gameplay systems in Unreal Engine 5 in collaboration with design and production.
● Built VR-friendly UI/UX systems optimized for comfort and usability.
● Created Unreal plugins and internal tools to improve development speed and consistency.
● Implemented physics-driven gameplay systems and tuned stability/performance.
● Worked with Unreal replication concepts, API integration, and AWS-supported backend workflows.

Frostware — Gameplay Programmer / Technical Animator / Level Designer | Jun 2021 – Apr 2022
● Developed gameplay systems and animation logic supporting interactive sequences and cinematics.
● Built a Sequencer/Cutscene Manager plugin enabling branching QuickTime events.
● Collaborated cross-discipline to integrate gameplay scripting, animation state logic, and level flow.
● Improved maintainability through debugging practices, reusable tools, and documentation.

Panduit — Unreal Developer (Interactive Systems / Networking) | Oct 2019 – Jun 2021
● Built interactive real-time Unreal applications including UI-driven control systems and scripted workflows.
● Integrated AWS-connected systems and API-driven functionality for networked experiences.
● Delivered stable client-facing experiences while balancing technical constraints and stakeholder goals.

Shepherd of Light — Game Director / Producer / Lead Programmer | Nov 2018 – Sep 2019
● Directed and shipped an Unreal Engine game, owning execution from prototype through release.
● Coordinated a small team through task planning, milestone tracking, and iterative reviews.