

Blake Babb

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blakebabbprofessional.github.io

Bend, OR

Objective

To get a foothold in the software development industry

Education

Bachelor of Science - Computer Science Major – *Oregon State University* 2024

- 3.49 final GPA
- Graduated in June of 2024

Work Experience

Electrical Engineering Intern – *Aimco/AcraDyne* Summer 2022

- Developed improvements to the software of a precision fastening system where torque, total rotation and other attributes are evaluated, reported and stored; used in aerospace, automotive, power and agricultural industries
- Committed new features and improvements for the fastening system
- Contributed to Agile meetings with experienced electrical engineers
- Fixed over a dozen bugs in C++ and Python code bases

Personal Projects

Solo Game Developer, Team Leader, Programmer – *Various Game Jams* 2021-24

- Placed first overall in a video game development competition, “game jam”, under time pressure and with fierce competition
- Produced ten games released on the game hosting platform Itch.io as part of various game jams working alone or in a team
- Used the GameMaker game engine and a custom engine written in Java

Community Involvement

Actor, Lead Sound Designer – *Play for children, ‘Cry Wolf’* 2019-20

- Worked as part of a small cast and crew to produce, then perform the shows for local elementary schools
- Performed in-character over numerous performances in front of hundreds of elementary schoolers
- Directly involved in decision making

Skills

Java Python JavaScript C++ C# SQL Node.js React git SVN Scrum Agile
AWS