Jake Campbell

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EDUCATION

University of California, Irvine - School of Information & Computer Science

Bachelor of Science in Computer Science   Expected June 2025

WORK & RELEVANT EXPERIENCE

MindCycle Gamified Tasks   January 2025 - June 2025

Game Developer (Senior Capstone Project)

- Directed a 6-person team of Unity developers in making 40 microgames with animated transitions and an OST to improve user retention rates by 30% on targeted areas (long-sequence tasks)
- Tested and refactored 12 microgames to achieve a target success rate of 85%, up from 58%, by polishing game mechanics and using visual scripting to make shader graphs for a distinct look
- Streamlined project management using Jira, Trello, and Figma to track progress across game development, data streaming via Firebase, and backend development of the app architecture

NASA GeneLab   June 2023 - September 2023

Intern - Data Science Research Assistant

- Developed an exploratory data analysis template for tabular datasets on spaceflight osteoporosis, providing insight on the feasibility and value of committing resources to a large-scale future project
- Identified causes and presented solutions for failure points of algorithm results to Data Scientists from the Ames Research Center, including literature reviews of manuscripts and code walkthroughs

University of California Irvine, Department of Computer Science   April 2023 - September 2024

Teaching Assistant - AI Projects Course

- Cut model training time and expenses down to one-sixth of original costs by automating a job submission service to UC Irvine's Linux HPC cluster
- Developed data pipelines and model training prototypes with course professor and graduate TAs
- Wrote CI/CD Pipeline with Github Actions and Python Unit Testing to validate the accuracy and invertibility of data transformations on text, image, and video files

Kyoto City Board of Education   July 2017 - July 2021

Assistant Language Teacher and Translation Project Director

- Translated over 300 classroom hours of lesson plans, bridging communication from a team of 12 editors to non-technical clients and Product Owner
- Created and carried out 45-50 minute ESL lesson plans for classes ranging from 1-40 students
- Developed Japanese language and writing skills to the level of Business Fluency (JLPT N2)

SKILLS

Programming Languages: C++, C#, Lua, Java, Python, R, JavaScript, GLSL
Tools: Git, GitHub Actions, Jira, Unix (bash), Google Test, MySQL, MariaDB
Game Development: Unity, Godot, LÖVE2D, Unreal, A-Frame WebVR