Jacob Kelleran

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EDUCATION

California Polytechnic State University, San Luis Obispo   *June 2026 (Expected)*
Blended B.S. + M.S. in Computer Science   GPA: 3.8/4.0 major; 3.7/4.0 overall

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PORTFOLIO HIGHLIGHTS   (AVAILABLE AT EMUMAN.NET)

Game Jams & Projects   UNITY, GODOT, BEVY   September 2021 – Present
· Several game jams and projects, written in Unity, Godot, Bevy, or no/custom engine, playable on my portfolio.
· Includes both groupwork and solo projects, 2D and 3D, with programming, music, and/or visuals by me.

Cal Poly Esports Website   SVELTEKIT, MONGODB   August 2024 – Present
· Built full-stack from the ground up for the Esports Council, hosted on Azure/MongoDB Atlas, with full CI/CD.
· Features administrator authentication, easy club management tools, and visually cohesive displays.

GPU Black Hole Rasterizer   C++, GLSL, PYTHON   January 2025 – March 2025
· Built a GPU application that physically accurately rasterizes black holes using the Schwarzschild Metric.
· BVP solved by SciPy in Python, baked info used as 3D texture for geometry distortion in vertex shader.

EXPERIENCE

Cal Poly Office of Writing and Learning   September 2025 – Present
Graduate Assistant & Data Analyst   *San Luis Obispo, CA*
· Handle and analyze data describing required tutoring for athletics and other tutoring statistics.
· Work with other staff to extract valuable information and create tools to optimize workflow.

Vetco Electronics   June 2025 – September 2025
Business and Website Management   *Bellevue, WA*
· Programatically analyzed data from the website to visualize product line and SEO-optimize descriptions.
· Updated photos and breakdowns on the website, answered customer questions, worked cash registers.

Cal Poly Tutoring and Learning Center   September 2022 – December 2024
Computer Science Peer Tutor   *San Luis Obispo, CA*
· Gained experience working with others and viewing problems from different points of view.
· Helped solidify concepts and gained new understanding of fundamentals.

TECHNICAL STRENGTHS

Computer Languages   Python, C, Rust, C++, C#, TypeScript, HTML / CSS, LaTeX
Game Engines   Unity, Godot, Bevy, Unreal Engine
Frameworks & Protocols   Node, React, Express, SvelteKit, OpenGL, REST
Tools & Platforms   Unix, Git, Azure, AWS, ClaudeCode, ChatGPT

HONORS & ACTIVITIES

President – Cal Poly Game Development Club   *Fall 2024 – Present*
Treasurer – Cal Poly Esports   *Fall 2024 – Fall 2025*
Media Coordinator – Cal Poly Overwatch Club   *Fall 2023 – Fall 2025*
President's Honor List   *2021 – 2022 / 2023 – 2024 A.Y.*