

# Jack Kirk

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## Seeking a Software Development/Engineering Co-op

### SKILLS

C#, C++, CSS, Git, HTML, JavaScript, Maya, Substance Painter, Trello, Unity, Visual Studio, Windows

### EDUCATION

#### ***B.S., Game Design and Development***

Rochester Institute of Technology

GPA: 3.62

Rochester, NY

Expected Graduation 8/2026

#### ***Associates Degree***

Gateway Community and Technical College

GPA: 3.6

Covington, KY

Awarded 5/2023

Relevant Coursework: Database Design Fundamentals, Programming I: Language, Computational Thinking

### DEVELOPMENT PROJECTS

#### ***Mixcloud Search***

A simple website built as an introduction to using APIs, focusing on integrating data from Mixcloud. This project demonstrates fetching and displaying music-related content, exploring API requests, and handling responses to create an interactive user experience.

#### ***Crimson Rift: Eternal Carnage***

Developed a 2D, endless-space shooter game inspired by *Galaga* using JavaScript and the PixiJS framework. Players control a spacecraft that faces an unending stream of alien invaders while dodging enemy ships to achieve the highest score.

#### ***Holy Stick***

Developed a 2D platformer game using Monogame, focused on character controls, level design, and tile editing. Collaborated with a team of five to design and implement the game levels with a level editor to create an engaging and immersive gameplay environment. Optimized collision detection algorithms and analyzed and refined scripts to significantly improve frame rate and overall performance.

### WORK HISTORY

Phantom Fireworks, Retail Associate

Boone County Library System, IT Intern

Perfect North Slopes, Ski Instructor

Summer 2024

8/2022 - 5/2023

Winters 2017 - Present

### AWARDS

Eagle Scout, 2024