

Jake Rowland

Software Developer

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I graduated Southern Methodist University in May 2019 with a BS in Computer Science and Mathematics. I am currently perusing my Masters in Interactive Technology at SMU Guildhall. I have worked professionally for BALANCED Media | Technology as a Software Development Intern. I implementing mobile support to some of their games to increase the overall user base, as well as implementing features and fixing bugs. I have succeeded in both iterative and agile/scrum development cycles and was the Assistant Producer and Scrum Master for SMU Guildhall's Team Game Production course for my team.

Strengths:

Project Design	Project Scoping	Project Management	Project Startup
Software Engineering	Software Development	Software Design	VCS
C/C++	Java	Unreal Engine 4	Unity Game Engine

Work Experience

BALANCED Media | Technology

Software Developer

May-Aug 2019

- » Worked in an agile development cycle
- » Performed bugfixes and added features to a variety of IPs
- » Added features to Rocks And Runes to improve conveyance
- » Added mobile controls to The Omega Cluster which increased the user base
- » Updated the tutorial to align with control and gameplay changes

Achievements

Team Game Production 1 - Neon

- » Created a game from start to finish for the Galaxy Tab A
- » Worked in a six-person team consisting of software desginers, level designers, and art creation
- » Was Assistant Producer and Lead Technical Director

Upsilon Pi Epsilon

Upsilon Pi Epsilon is a nationally recognized computer science honor society created in 1967. Members must remain in the top 35% for all college work and complete at least 45 semester hours. I have held the elected office of treasurer of this organization during my junior and senior years.

Education

Southern Methodist University - Guildhall Masters in Interactive Technology (in-progress)

Graduated SMU Cum Laude with a BS in Computer Science and Mathematics. Currently working towards Masters in Interactive Technology. Completed courses in Team Game Production, Software Desgin, Math for Game Developers, and Programming for Commercial Game Engines.

[LinkedIn](#) ♦ [Github](#)

www.linkedin.com/in/jakewrowland ♦ www.github.com/JRProd