Jake Giniewski

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OBJECTIVE: Seeking a paid 10–12-week co-op position in game design, game development, or web development for the summer of 2022.

EDUCATION
Rochester Institute of Technology (RIT), Rochester, NY   Expected May 2023
Bachelor of Science, Game Design and Development
GPA: 3.6
Related Courses: Data Structures and Algorithms II (C++), Interactive Media Development (C#, Unity), Rich Media Development (HTML/CSS/JS)

SKILLS
Programming Languages: C++, C#, Java, JavaScript, Python, C, HTML, CSS
Tools: Visual Studio 2019, Unity, Photoshop, Maya, Reaper
Technologies: AngularJS, PixiJS, VueJS, Docker, Bootstrap, Firebase, Google Cloud

PROJECTS
Dresden in Darkness   November 2021
- Created a demo for a top-down adventure game in a team of five in a five-week time frame. The game was designed around navigating a trapped area and fighting monsters in a low-light environment
- Acted as the team lead. Designed an agile workflow with Trello and Discord, documented the game, assigned work, and managed the game's Git repository.
- Used Unity to design the game. Constructed particle and lighting systems, designed the game's level building system, created several interactive tile objects for said system to build, and did an immense amount of debugging and optimizing work to ensure the game ran as intended.

Mage Match   October 2021
- Created a casual puzzle game in a team of five over a five-week timespan. Players are tasked with matching colors between hexagonal crystals to score points and extend a timer.
- Worked with PixiJS to design the game states and several QoL features, assisted with auditing and debugging the team's code.
- Took the role of team lead; Used Trello and Discord to design an agile workflow broken into one-week sprints. Took charge of documenting the project and assigning fair workloads to the team.

WORK EXPERIENCE
RIT Student Government   September 2021–Present
Junior Web Developer   Rochester, NY
- Worked on developing a new set of front-end administrative functions for Pawprints, an application that lets students bring issues to the Student Government's attention via petition.
- Worked in HTML, CSS, JS, and Python with technologies including Vue and Django within a Docker container environment.
- Improved my capacity to read and understand code- for this job, I had to learn how to work within the app in the span of roughly a week.

Codecraft Works   February 2021–August 2021
Web Developer   Melbourne, FL
- Created online code editors in AngularJS to let users build computer players to play Tic-Tac-Toe and/or Battleship in Java or Python.
- Assisted in writing backend functions for Google cloud that ran user code against Codecraft's computer player in Java and Python.
- Used Bitbucket, Jira, and Slack to work efficiently in a small team that operated in 2-week Agile sprints.