

# JACE M. GLOVER

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## OBJECTIVE

I am excited about the opportunity to continue growing in the ever-evolving world of computer science. I thrive in collaborative environments that encourage creativity and innovation, whether it's brainstorming new ideas, coding complex features, or refining existing functionalities. I believe in the power of teamwork to drive impactful results. My passion is game development but my love for programming extends to many fields.

## EDUCATION

**North Carolina State University**  
Bachelor of Engineering, Computer Science – Game Development  
GPA: 3.3

**Raleigh, North Carolina**  
Aug 2021 – Dec 2024

## SKILLS

- Languages** Java, Javascript, C, C#, C++, Python, HTML, MySQL
- Gamedev** AI Algorithms, User Interfaces, Logic, Memory Optimization, Playtesting, Level Design
- Platforms** Linux, Windows, Godot, GameMaker, Unreal Engine, Unity
- Versioning** GitHub
- Design** UI/UX, Photoshop, Illustrator, Premiere Pro, Autodesk
- Soft Skills** Project Management, Team Collaboration, Creative Problem Solving, Communication, Code Reviews, Agile Methodology (Scrum), Task Assignment, Sprint Planning, Usability Testing

## CERTIFICATIONS

### Electronic Arts Software Engineering Job Simulation Program on Forage

- Proposed a new feature for Sims 4 and wrote the Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.

### Python Certified Entry-Level Programmer

- Core Python Competencies
- Script Development and Code Debugging
- Object-oriented programming, including classes, objects, and methods in Python

### Microsoft Excel Expert

- Advanced Excel Proficiency
- Automation with Macros
- Complex Formulas & Functions
- Data Manipulation & Analysis

## PROJECTS

### OperationsHERO: Sept 2023 – Dec 2023

#### Role(s): UI/UX Designer

Created a prototype Figma design for the company, OperationsHERO, and held usability tests on Zoom to prove our application's effectiveness. Developed a contractor bidding system where users could apply and check the status of their bids on solicitations.

### CoffeeMaker: Jan 2023 – Mar 2023

#### Role(s): Lead Frontend Developer, Lead Backend Developer

Created a web application utilizing Java, HTML, and MySQL where users could create, place, and track the status of their own coffee order.