Jack Decker

N2470 Chapel Hill Drive, Greenville, Wisconsin 54942
(920) – 915 – 9329
JackDecker65@gmail.com

A very dependable and trustworthy college student from UW-Stout interested in learning more about computers and programming. Skilled in working independently or in a team. Looking to develop my skills in computer science and start my career in game design. Also looking for summer work between semesters.

RELEVANT WORK EXPERIENCE

Hortonville High School IT Intern   **June 2022 - August 2022 and June 2023 - August 2023**

- I worked as an intern for Hortonville High School's Information Technology Department. As part of this job, I assisted in imaging the schools' computers, set up student and staff computers, solved problems related to hardware and software, and managed tickets sent to the IT department. I learned to work with a team well and learned better problem-solving strategies.

UW Stout Office Assistant   **November 2023 - May 2024 and September 2024 – May 2025**

- I worked as an office assistant for staff and professors. I helped with restocking office and classroom supplies, assisted with grading assignments, organized the computer inventory for the biology and physics department, put up and take down signs around the building I worked in, and assisted with any staff or students that needed help from the department.

EDUCATION

University of Wisconsin – Stout **|** September 2023 – Present **|** Expected Graduation: May 2027 **|** GPA: 3.108

Career related classes
- Computer Science 1
- Computer Science 2
- Data Structures
- Web and Internet Programming
- Algorithm Design and Analysis
- Intro to Game Design
- Intro to Video Game Design
- Calculus with Precalculus A & B
- Calculus 2
- Cybertechnology Ethics

Career related classes I am taking now
- Database systems
- Software Engineering Principles
- Exploratory Game Development
- Programming in Game Engines
- Linear Algebra

Career related classes I will take before summer 2026
- Computer Graphics
- Computer Architecture
- Discrete Mathematics
- Physics Modeling in Game Engines

ADDITIONAL EXPERIENCE

- C++, C#, Java, HTML, CSS, PHP, and some limited MySQL
- Github, Visual Studio, Eclipse, and Notepad++
- Unity Game Engine
- Microsoft office applications (Word, Excel, PowerPoint, etc.)