

# Jack Muir

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## Education

<b>University of California San Diego</b> B. S. Computer Science and Mathematics - <b>GPA: 3.8</b>	2022- 2024
<b>Moorpark College</b> A.S. Computer Science, Mathematics, & Physics - <b>GPA: 4.0</b> with Honors <b>Coursework:</b> Data Structures, Algorithms, Computer Architecture, Systems Programming, Electricity and Magnetism, Project Management, Software Tools, Python, Java, C++, Graph Theory <b>Organizations:</b> Association for Computing Machinery, Themed Entertainment Association, IAAPA, Big Break Foundation	2020-2022

## Work Experience

<b>Themed Entertainment Association at UCSD</b> Executive Producer and Animatronics Engineer	August 2021 - Present
<ul style="list-style-type: none"><li>Oversee administrative duties for UC San Diego's official Haunted Maze Attraction, including communicating project scope and budget with the university events office and organizing multi-disciplined creative and technical teams towards an efficient production process</li><li>Manage organization of over <b>80 members</b> in an attraction experienced by <b>1000 guests</b> over 2 nights</li><li>Engineered a swinging chandelier animatronic and effect queue foot switches using <b>Arduino</b> and <b>C++</b></li></ul>	
<b>Moorpark College Computer Science Department</b> Mentor	August 2021 - June 2022
<ul style="list-style-type: none"><li>Mentored high school and collegiate students in <b>JavaScript, C++, HTML, Java</b>, and <b>Object-Oriented</b> methodologies in a project-based environment</li><li>Collaborated with fellow mentors to present <b>Powerpoints</b> on <b>Github</b> repository management with <b>Git Bash</b></li></ul>	
<b>Walt Disney World</b> College Program Intern	January 2022 - June 2022
<ul style="list-style-type: none"><li>Led fast-paced T-Shirt printing processes at ESPN World of Sports event housing over <b>10,000 guests</b> while adapting quickly to lead and improve the performance of over 10 different operations</li><li>One of 100 selected for Tech Behind the Dreams- <b>Walt Disney Imagineering</b> program to learn from industry leaders in attraction development, specialized in attraction control software and animatronics programming</li><li>Awarded "Mousters" of Leadership certification for demonstrating intelligent decision-making in multi-level management simulations for theme park operations</li></ul>	

## Selected Projects

<b>Scavenjourney Mixed Reality App</b>	Winter 2023
<ul style="list-style-type: none"><li>Developed a <b>Full-Stack</b> web application using <b>Node.js, Express, and MongoDB</b> where users create and play mixed reality games accessible through 3D printed physical <b>NFC tags</b> that can be scanned by mobile devices</li><li>Implemented language-based AI game creation through prompt engineering of the <b>OpenAI ChatGPT API</b></li></ul>	
<b>Neural Reconstruction VR Video Game</b>	Summer 2022
<ul style="list-style-type: none"><li>Produced a <b>Virtual Reality</b> puzzle game in <b>Unity</b> with <b>C#</b> compatible with <b>Meta Oculus</b> and <b>Unreal OpenXR</b> frameworks in which players must connect colored neurons around them in order of the color spectrum</li><li>Integrated <b>UberDuck AI Voice Synthesis</b> software to produce character voice lines for narration and instruction</li></ul>	

## Activities and Leadership

<b>Association for Computing Machinery</b>	Fall 2022 - Present
<ul style="list-style-type: none"><li>Collaborated with fellow members to organize and participate in technical events and workshops, enhancing knowledge and skills in computing technologies and industry trends</li><li>Workshops included metaverse programming in <b>Roblox</b> and using the <b>OpenAI ChatGPT API</b> in app pipelines</li></ul>	
<b>EDUtainment Program- Big Break Foundation</b>	Fall 2022
<ul style="list-style-type: none"><li>Awarded a scholarship to attend International Association of Amusement Parks and Attractions 2022 Expo to improve professional communication skills and learn about cutting edge technologies in themed entertainment</li></ul>	

## Skills

**Languages:** C#, Python, JavaScript, C++, Java, HTML, C, NASM Assembly

**Tools/Frameworks:** Unity Game Engine, OpenAI API, Arduino, Node.js, Oculus, Git, VS Code, Visual Studio