

# JACK SPEAKE

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## EDUCATION

**Northeastern University**

Sept 2019 - May 2024

**Khoury College of Computer Sciences**

Bachelor of Arts in Computer Science and Game Development

Summa Cum Laude

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## EXPERIENCE

**Human Machines Game**

*Project Lead*

January 2024 - May 2024

- Gathered and led a team of 4 through full project ideation, development, and release process
- Implemented scriptable object content structure to allow content creation without interfacing with code

**Delsys, Inc**

*Research and Development Intern*

June 2022 - December 2022

- Designed and developed a controller-less driving experience as a proof of concept for unintrusive VR-aided medical technology
- Created medical sensor development toolkits to enable expedited project ramp-up by leveraging reusability principles and API best practices
- Spearheaded initiative to modernize client-patient server communications, reducing server spin-up overhead and development time by ~70%

**Northeastern Experiential Technologies Lab**

*Co-op, Lab Manager*

January 2020 - May 2022

- Managed and trained a team of 10 work studies to support lab projects that service 1000+ students a year
- Documented and taught programming procedures enabling 100+ students to lead Unreal/Unity AR/VR projects
- Presented implementation plans for research proposals to VR/AR technologies such as Hololens 2
  - Enabled students to prototype and augment theater sets in VR to save time/money on construction
- Led student research teams through comprehensive biometric and behavioral research in and out of VR

**Wondersea Studios**

*Dreamland Confectionary Unity Developer*

May 2021 - September 2021

- Scripted an excel to unity pipeline letting writers implement their work without programming experience
- Implemented new environmental gameplay features to create player interactable freezable terrains

**FiberSmith Technology**

*Backend Intern*

May 2018 - August 2018

- Analyzed and updated automatic documentation of FiberSmith's PHP-based backend
  - Ensured quality and stability in UI and functionality through systematic testing and error documentation
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## PROJECTS

[jackspeake.github.io](https://jackspeake.github.io)

**Wall Dash Multiplayer Racing Game**

January 2023 - December 2023

- Implemented robust multiplayer functionality for advanced lobby systems and first person racing
- Designed multiple gameplay levels for all levels of play without reducing skill expression

**Mass General Physical Therapy VR**

August 2021 - December 2021

- Devised structure for extensible physical therapy program to be deployed in Mass General clinical trials

**Morrisville Game**

February 2020 - April 2020

- Developed a murder mystery RPG with branching dialogue and an interactable environment

**Asynchronous VR Game Antithesis**

August 2020 - December 2020

- Built interface in Unity for VR and PC players to interact through asynchronous gameplay

**Innovative Game Breathing Interface**

December 2020

- Coded in C# to allow the user's breathing and other subtle audio cues to interact with other gameplay features
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## INVOLVEMENT

- Sam Speake Foundation [President]
- Northeastern Varsity Valorant Player
- Northeastern Game Design Club [Member]
- Northeastern VR Club
- Columbia Game Jam 4 [1st Place Finish]
- Northeastern Game Jam

October 2022 - Present  
August 2019 - Present  
November 2020 - Present  
August 2021 - Present  
June 2019  
October 2020, October 2021