

JACK SPEAKE

Boston, MA | (573)356-2093 | speake.j@northeastern.edu | [linkedin.com/in/jackspeake](https://www.linkedin.com/in/jackspeake) | June 2021 - December 2021

EDUCATION

Northeastern University

Khoury College of Computer Sciences

Pursuing a Bachelors of Arts in Computer Science and Game Development

Sept 2019 - Present

Expected Graduation: May 2023

- GPA and Honors: 3.76 / 4.00 and Dean's List
 - Relevant Courses: Algorithms, Object Oriented Design, Game Programming, Foundations of Game Design, Programming in C++, Game Interface Design, Computer Systems, Level Design and Game Architecture
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SKILLS

Languages Proficient: Java, C++, C#, LaTeX

Familiar: Racket, HTML5, CSS, PHP, JS, Assembly

Technologies Proficient: Git, Unity, Adobe Creative Suite

Familiar: PuTTY, WinSCP, Linux, VIM, Excel

EXPERIENCE

Northeastern VR Lab

Work-Study Intern

January 2020 - Present

- Generated accessible tutorials and guidelines to allow other students without prior experiences in medium
 - Enabling students to spearhead their own projects on complex VR and development hardware
 - Researched modes of mobile development to drive creation of tutorials outside area of expertise

Asynchronous VR Game Antithesis

Unity Developer

August 2020 - December 2020

- Collaborated safely with team of 20 students while maneuvering heavily restrictive COVID environment
- Gained expertise with multiple industry standard VR tools in a state of the art VR Lab
- Built interface in Unity for VR and PC players to interact through asynchronous gameplay

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

Innovative Game Breathing Interface

December 2020

- Coded in C# to allow user's breathing and other subtle audio cues to interact with other gameplay features
- Furthered design through creation of advanced user testing heuristics and analysis

Animation Suite

July 2020

- Engineered in Java utilizing JSwing Library to allow users to import, playback, and create in real time

Insider Trading

June 2020

- Designed and balanced board game to simulate illegal insider trading with both physical and virtual versions
- Calculated requirements to launch kickstarter and created real world accurate mock campaign

Lo-Fi Beats to Pass On To [Global Game Jam Project]

January 2020

- Lead development on completed Unity based 2D Point and Click game in unity under intense time constraints
- Cultivated coherent experience by orchestrating outputs of multiple artists, musicians and designers

Number Recognition with MNIST

August 2019

- Developed simple algorithm to recognize number from images in Racket using geometric comparison

Classic Arcade Game Remakes

January 2017 - May 2018

- Reimagined classic arcade games "Donkey Kong Jr." and "Puyo Puyo" from scratch in C++ using SFML framework while leading small team of novice developers.
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INVOLVEMENT

- Northeastern Esports [Valorant A Player]
- Northeastern Game Design Club [Member]
- Columbia Game Jam 4 [1st Place Finish]

August 2019 - Present

November 2020 - Present

June 2019

INTERESTS

- Esports, Cooking, Travelling, Reading, Music, Running