

JACK SPEAKE

Boston, MA | (573)356-2093 | speake.j@northeastern.edu | [linkedin.com/in/jackspeake](https://www.linkedin.com/in/jackspeake) | June 2022 - December 2022

EDUCATION

Northeastern University

Khoury College of Computer Sciences

Pursuing a Bachelors of Arts in Computer Science and Game Development

- GPA and Honors: 3.8 / 4.0 and Dean's List
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Sept 2019 - Present

Expected Graduation: May 2024

EXPERIENCE

Northeastern Experiential Technologies Lab

Co-op, Lab Manager

January 2020 - Present

- Managed and trained a team of 10 work studs to support in 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://github.com/jackspeake)

Mass General Physical Therapy VR

August 2021 - December 2021

- Provided long term support to the development and deployment of VR technology in Unity and C#
- Devised structure for extensible physical therapy program to be deployed in Mass General clinical trials

Witch Brewing Game

October 2021

- Created an extensible framework for heavy scriptable object usage to reduce programming overhead
 - Devised a code structure to enable designers to implement more gameplay content without code

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

- 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

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

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
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INVOLVEMENT

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

August 2019 - Present

October 2020

November 2020 - Present

August 2021 - Present

June 2019

October 2020, October 2021