JACK **SPEAKE**

Columbia, MO | (573)356-2093 | jackspeake@gmail.com | linkedin.com/in/jackspeake | Availability Starting Now

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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*

EXPERIENCE

Sycamore Restaurant
Server, Manager, Host, IT   *August 2018 - Present*
- Provided exceptional service while multitasking to manage multiple tables in a fast-paced environment
- Collaborated to ensure smooth operations, prioritizing time management and customer satisfaction

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*](jackspeake.github.io)

Human Machines Game   *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

Wall Dash Multiplayer Racing Game   *January 2023 - December 2023*
- Implemented robust multiplayer functionality for advanced lobby systems and first person racing

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]   *October 2022 - Present*
- Northeastern Varsity Valorant Player   *August 2019 - May 2024*
- Northeastern Game Design Club [Member]   *November 2020 - May 2024*
- Northeastern VR Club   *August 2021 - May 2024*