

# JACK SPEAKE

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

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## 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 2024

- GPA and Honors: 3.8 / 4.0 and Dean's List
  - Relevant Courses: Algorithms, Object Oriented Design, Game Programming, Game Design, Programming in C++, Game Interface Design, Computer Systems, Level Design and Game Architecture, Networks, Graphics
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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, iMotions

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## EXPERIENCE

### Northeastern Experiential Technologies Lab

Co-op, Lab Manager, Team Leader

January 2020 - Present

- Managed and trained a team of 10 work studs to provide comprehensive support in university projects
- Presented implementation plans for research proposals to VR/AR technologies such as Hololens 2
- Generated accessible tutorials and helped students spearhead projects and research with unfamiliar mediums
- Led student research teams through comprehensive biometric and behavioral research in and out of VR

### 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

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

### Mass General Physical Therapy VR

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

### 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

### 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]
- Northeastern VR Club
- Columbia Game Jam 4 [1st Place Finish]
- Northeastern Game Jam

August 2019 - Present

November 2020 - Present

August 2021 - Present

June 2019

October 2020, October 2021