JACK **SPEAKE**

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

EDUCATION

Northeastern University *Sept 2019 - Present*
Khoury College of Computer Sciences *Expected Graduation: May 2024*
Pursuing a Bachelors of Arts in Computer Science and Game Development

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

EXPERIENCE

Northeastern Experiential Technologies Lab
Co-op, Lab Manager *January 2020 - Present*

- Managed and trained a team of 10 work studys 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

PROJECTS

jackspeake.github.io

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

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

Classic Arcade Game Remakes *January 2017 - May 2018*

- Reimagined classic arcade games "Donkey Kong Jr." and "Puyo Puyo" from scratch in C++ using SFML

INVOLVEMENT

- Northeastern Esports [Valorant A Player] *August 2019 - Present*
  - *NACCS Valorant Champions* *October 2020*
- Northeastern Game Design Club [Member] *November 2020 - Present*
- Northeastern VR Club *August 2021 - Present*
- Columbia Game Jam 4 [1st Place Finish] *June 2019*
- Northeastern Game Jam *October 2020, October 2021*