

# 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 2023 - December 2023

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## 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

### Delsys, Inc

#### Research and Development Intern

June 2022 - Present

- Designed and developed 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](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

- 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

### Animation Suite

July 2020

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

- Northeastern Varsity Valorant 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