

JACK SPEAKE

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EDUCATION

Northeastern University

Khoury College of Computer Sciences

Pursuing a Bachelor of Arts in Computer Science and Game Development

- GPA and Honors: 3.9 / 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 - 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

Human Machines Game

January 2024 - May 2024

- Gathered and lead 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
- Designed multiple gameplay levels for all levels of play without reducing skill expression

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]
- Northeastern Varsity Valorant Player
- Northeastern Game Design Club [Member]
- Northeastern VR Club
- Columbia Game Jam 4 [1st Place Finish]
- Northeastern Game Jam

October 2022 - Present

August 2019 - Present

November 2020 - Present

August 2021 - Present

June 2019

October 2020, October 2021