

Jack Atkinson

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Summary

Aspiring computer programmer with an interest in digital media, artificial intelligence, and video game development. Looking for a full-time summer internship regarding these interests as an educational experience, employment, and a potential career beginning.

Education

- Georgia Institute of Technology, Atlanta, GA, Expected Graduation Date: May 2024
 - Bachelor of Science in Computer Science with threads in Media and Intelligence
 - Major GPA: 3.60
 - Dean's List Fall 2020 through Spring 2023

Volunteer Experiences

- WREK Student Radio, Atlanta, GA, 2022-present
 - Volunteer Member of the Design Team, 2022-present
 - Designed various flyers, logos, and other miscellaneous things to promote the WREK Radio Station.
 - Fostered collaboration with others on the layout and design of the revived WREKOLOGY zine.
 - Wrote an article for the Fall 2022 edition of the WREKOLOGY zine.
 - Volunteer Disk Jockey, 2022-2023
 - Organized a wide range of music for broadcasting the Rock Rhythm and Roll block of WREK.
 - Announced contests and awarded concert tickets to people who called in to the station.
 - Presented PSAs and promos for other blocks on WREK to the listening audience.
 - Worked as a team with other DJs and volunteered to DJ in their place if they couldn't come.

Leadership Experiences

- VGDev at Georgia Tech, Atlanta, GA, 2020-present
 - Worked with a team of club members on developing various video games to be shown at the end of every college semester.
 - Used a wide variety of skills such as programming, game design, art, and music production in various projects.
 - Fostered collaboration with others on various projects and was even given a mention in the credits of some of the projects I worked on for my efforts.

Skills

- Common Skills: Communication, Teamwork, Creativity, Problem-Solving, Critical Thinking, Troubleshooting
- Programming Languages: Java, C#, C, C++, Python
- Concepts: Object-oriented programming, computer graphics, video game design, artificial intelligence, linear algebra, multivariable calculus
- Operating Systems: Windows, Linux
- Software: IntelliJ IDEA, Visual Studio, VS Code, Unity, Godot Engine, Blender, Adobe Creative Cloud, Microsoft Office

Academic Projects

- Angels vs. Demons Tower Defense Game, Spring 2022
 - Group project for CS 2340: Objects and Design course at Georgia Tech
 - Worked with a team of students developing an Android based tower defense game.
 - Programmed several game mechanics and developed unit tests to aid with the development of the project.
- Madman 97, Spring 2022
 - Project for CS 2110: Computer Organization and Programming course at Georgia Tech
 - Programmed an arcade style shoot em up game for the Game Boy Advance using the C programming language.
 - Harnessed several skills such as bare metal programming for the Game Boy Advanced hardware, rendering images to the Game Boy Advance using DMA, and programming/building programs using C.
- Thrall, Spring 2022
 - Group project for the VGDev club at Georgia Tech
 - Worked with my clubmates on a 2D side scrolling video game developed in the Unity engine.
 - Programmed several game mechanics, and as a result was given credit for my efforts.
- Retrofuturistic Hardware, Fall 2022 – Present
 - Vertically Integrated Project at Georgia Tech
 - Explored niche areas of computer science, including retro computers, video game development, and music technology.

- Worked in groups involving programming for the PC-98 computer, the Dreamcast game console, and the Godot game engine.
- Dive, Spring 2023
 - Group project for the VGDev club at Georgia Tech
 - Worked with my clubmates on a 2D mechanics-driven side scrolling video game developed in the Unity engine.
 - Helped out with the level design of the game, and as a result was given credit for my efforts.