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# Jacob Church

Software Engineer | Gameplay Programmer | Backend Software Developer  
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[LinkedIn](#) | [GitHub](#)

## About me

I'm a passionate software engineer focused on C# and C++, with a strong background in both solo and team-based development. I'm currently pursuing a dual Bachelor's in Software and Game Development at Neumont College of Computer Science, where I maintain a 4.0 GPA and expect to graduate *Summa Cum Laude* in September 2025.

## Skills

### Technical Skills

- Proficient: C# | C++ | Unity | Unreal
- Intermediate: AI | Game Development | Java | Github | Python
- Actively Learning: Software Development | Unity XR | Javascript

### Durable Skills

- Resilient Work Ethic | Dependability
- Problem Solving | Adaptability | Effective Time Management | Critical Thinking
- Active Listening | Conflict Resolution | High Emotional Intelligence | Empathy

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## Education

Neumont College of Computer Science, Bachelor of Science in Software Engineering and Game Development

- Expect graduation with honors, Summa Cum Laude, Sept. 2025

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## Experience

Software and Game Developer, DragonFiAR | Remote

Internship | Mar. 2025 - Present

- Developed core gameplay for a VR title using Unity's XR Toolkit
- Designed player interaction systems to enhance immersion
- Delivered a fun, enticing experience with positive user feedback

Game Developer, Neumont Game Studios | Salt Lake City

Neumont Collaborative Project | Jan. 2025 - Mar. 2025

- Built AI using Unreal Engine's Behavior Trees and EQS
- Created bots to engage and support players
- Contributed to a challenging and fun gameplay experience

Game Software Engineer, Innerworks

Neumont Senior Capstone Project | Oct. 2024 - Dec. 2024

- Led development of a 3-level game chapter using Unity
- Created combat mechanics, pixel art (Piskel), and sound (Audacity)
- Delivered a polished first chapter within a 10-week timeframe