
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 | .Net | App Development | Java | Github | Python
- Actively Learning: TypeScript | Unity XR | Javascript | Bitbucket

Durable Skills

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

Education

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

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

Experience

Software Developer, Salt Lake City Weekly | Salt Lake City

Internship | July 2025 - Current

- Completely reworked the UI for the Stella app
- Connected the Stella app for shopping with the Stella redeem app for merchants
- General Bug fixes with the apps

Software and Game Developer, DragonFiAR | Remote

Internship | Mar. 2025 - June 2025

- 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