

Education

Harvard College — *Cambridge, Massachusetts*

Expected Graduation Date: May 2026

Degree: Major in Computer Science and Minor in History

Relevant Coursework: Creating Video Games, Designing Virtual Worlds, Computer Graphics, Designing K-12 Computer Science Learning Experiences

GPA: 3.7

Summary

I am a Harvard student studying Computer Science with a strong passion for making games. Although I have a demanding course schedule, I find time to devote to game development and improve my skills with Unreal Engine and Unity. My strengths as a game developer are creating complex and balanced enemy AI, building out player mechanics and abilities, and breaking down and solving difficult problems. Recently, I co-founded a game studio at Harvard and have been working with people across multiple disciplines to release a professional game. Through this experience, I have grown significantly as a developer, and it has deepened my passion for making games.

Link To Website Portfolio: <https://jacobmandelbrot.github.io/portfolio/>

Skills

- Game Engines: Unreal, Unity
- Expert: C/C++, Python, C# , Java,
- Proficient: HTML, SQL, Javascript, Swift
- Misc: Perforce, Github, OpenGL, 3D Modeling in Blender, Composing in FL studio

Experience

Harvard Indie Game Studio

Nov 2023-Present

CTO/Lead-Programmer

- Founding member of Indie game studio at Harvard with 10 members.
- Recruit, train, and mentor the programming team and maintain communication with the art team.
- Set the technical vision for the game projects, including choosing the right game engines, tools, and technologies to bring the creative vision to life.
- Establish and enforce coding standards, ensuring the codebase is maintainable, efficient, and bug-free.
- Created the backbone for all the major game systems and mechanics.
- Work on major aspects of the game such as player abilities and enemy behavior.

Sep 2023-Present

Harvard College Video Game Development Club:

Co-President

- Gain game development experience by helping manage multiple projects from concept to completion.
- Organize workshops and game jams.
- Enhance technical skills by using the newest game development tools and software.
- Learn to work in diverse teams of programmers, designers, storytellers, and musicians to develop games.

Massachusetts General Hospital:

Research Intern/Artificial Intelligence Programmer

Jul 2023-Jan 2024

- Developed machine learning model using medical data from multiple imaging modalities to segment tissue infarction.
- Created model using U-Net architecture that has a similar accuracy to manual lesions drawn by experts.
- Used advanced linear algebra libraries within MATLAB to process, partition, and train models on 3D medical imaging data

Code Ninjas

Jun 2020-Dec 2021

Game Development/Programming Tutor

- Coached students in designing and building their own games using the Code Ninjas engine. Role was integral to maintaining the quality of their work and a smooth advancement in their skills, transforming them into better game developers and programmers.
- Led summer classes with over 20 students, delving into specialized subjects like game development and python programming. During the classes, gave comprehensive lectures and created engaging additional lesson material to reinforce the students' knowledge and inspire their creativity.

Harvard Undergraduate Machine Learning Organization:

Applied Projects Programmer

Sep 2021-May 2023

- Learned how to apply machine learning tools to multiple disciplines
- Created a machine learning project with a small team and learned machine learning techniques..
- Developed website with a team that recommends courses to Harvard students using natural language processing.

Datamatch:

Matchmaking Algorithm Programmer

Sep 2022- Feb 2023

- Harvard matchmaking organization that hosts events with over 50,000 participants from several colleges and universities.
- Use data analysis and machine learning techniques to improve the matchmaking algorithm.

Music Organizations:

Jan 2013-Present

Clarinettist

- Harvard Radcliffe Orchestra: oldest continuously active symphony orchestra in the United States, providing professional-quality performances to the Harvard and Cambridge community every year.
- Wisconsin Youth Symphony Orchestra: statewide musical organization, performing several concerts each season, doing outreach in Wisconsin communities encouraging students to learn classical music, and touring nationally or internationally approximately every other year.
- Interlochen Music Festival: intensive clarinet camp, studying with internationally renowned musicians and greatly improving clarinet playing and performing skills.