# Jacob J. Seto

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## Education

**Cornell University, College of Arts & Sciences**                                            Ithaca, NY
Bachelor of Arts in Computer Science; Minor in Game Design and Music               Expected May 2026
GPA: 3.68/4.3

**Related Courses:** Object-Oriented Programming, Data Structures and Functional Programming, Discrete Structures, Introduction to Analysis of Algorithms, Computer System Organization and Programming, Linear Algebra for Engineers, Introduction to Computer Game Architecture, Music and Digital Gameplay

## Technical Skills

- **Coding Languages:** Python, Java, JavaScript, C#, OCaml, HTML, CSS
- **Developer Tools:** Git, GitHub, VS Code, IntelliJ, Unity, Blender, Tiled

## Experience

**DGA Summer Project 2023 & 2024**                                            August 2023-August 2024
Group Project                                                                                      Remote
- Managed a small group of 11-12 game developers to release a 2D action-platformer called *Fury of The Lost Knight* in 2023 and a 2D physics-platformer called *Totally Hammered* in under 5 weeks.
- Provided members with a foundation in Unity and how to collaborate effectively using GitHub, made all final decisions regarding project direction, deadlines, and publication.

**Computer Game Architecture: Project Lead**
Cornell University                                                                     January 2024-May 2024
- Led a large-scale game design project to develop a music-platformer called *RabBeat* by setting deadlines, managing documentation, and ensuring cohesive collaboration between creative and programming teams.
- Directed project vision, maintained team motivation, and facilitated social events to foster a communicative and focused work environment, as well as developed critical music-syncing architecture for the game

**Design + Augmented Intelligence Lab (DAIL): VR Game Developer & Network Programmer**
Cornell University                                                                       May 2024-Present
- Developed code and assets for the VR experiences, hand and head tracking, and recording for data collection.
- Implemented networking, lobby creation, and matchmaking using the Photon Unity Networking framework

**Polylect Unity Developer**
Cornell University                                                                     January 2024-May 2024
- Payed developer to build a multiplayer game using Netcode for Gameobjects for linguistic behavior research
- 10-15 hours of remote work per week using Github for version control, and weekly meetings for progress updates

**Game Project:  Flock Arena**                                                 September 2022-May 2023
Independent Project                                                                                Remote
- Multiplayer First-Person Shooter (FPS) that provides players with an assortment of weapon customization and abilities.  This encourages unique playstyles and dynamic gameplay compared to other popular FPS games

## Extracurricular Activities

**Development in Games Association (DGA)**                                            Ithaca, NY
President                                                                            September 2022-Present
- Lead weekly meetings to teach various game development skills and organize workshops with alumni and professors in game development
- Lead an internal development team to strengthen the community and provide opportunity to collaborate in long-term projects and obtain hands-on experience guided by officers and senior members

**Cornell Symphony Orchestra**                                                        Ithaca, NY
Member                                                                              September 2022-Present
- Play cello with an ensemble of around 100 musicians who specialize in playing symphonic pieces from the Western classical canon as well as contemporary compositions from the present day