# Jacob Thrall

**Phone: 707-729-1595**
**Email: [jnjthrall12@gmail.com](mailto:jnjthrall12@gmail.com)**
**Code: github.com/JacobThrall12**

## Education:

**Boise State University, ID**                    *August 2020 - Expected Graduation: May 2025*

-Bachelor of Science in GIMM (Games, Interactive Media, and Mobile)

## Work Experience:

**Peer Mentor – Boise State University, ID**                    *August 2022 - Present*

-Facilitated learning and community building during weekend open lab hours for the 2022-2023 school year

-Helped fellow students obtain a better grasp of popular programming languages such as: C Sharp, HTML, CSS, and JavaScript to develop applications and websites

-Used Virtual Reality to guide nursing students through VR healthcare modules

## Project Experience:

**Virtual Reality Game Project – GIMM**                    *Spring 2023*

-In process creation of a VR game using Unity and creating all my own 3d models, code, and sound design

**CRUD API Web App and Database –GIMM 285**                    *Spring 2023*

-Designed a CRUD API web application for user form input

-Used MySQL for long term storage of user supplied data

-Validated user input to ensure logical data input

**Interactive Mobile Comic – GIMM 250**                    *Spring 2022*

-Created an interactive comic within a team of four and deployed the application to IOS devices

-Worked extensively with XCode, Unity, and the Adobe Suite in order to create assets, build the environment, and then convert the project into an IOS application

-Created the UI for the mobile comic and coded the Unity environment