

JAKE TORRES

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EDUCATION

Columbia University - *Bachelors of Science in Computer Science GPA: 3.78* New York, NY | August 2021 – May 2025

- Activities: Esports Club President, 2025 Class Rep, Bwog Senior Staff Writer, ADI Mentor, Student Orientation Leader, SHPE
- Courses: Operating Systems, Graphics, Neural Nets, Databases, Networks, Embedded Systems, Malware and Reverse Eng

EXPERIENCE

Riot Games - *Software Engineering Intern - Valorant Gameplay* Los Angeles, CA / Remote | May 2024 - August 2024

- Worked with designers, producers and QA to implement a new gameplay feature in Unreal Engine
- Used C++ to create a backend information tracking component that was copied to clients
- Created front-end prototype for daily playtesting using Blueprints

CS@Columbia University - *Advanced Programming & Operating Systems TA* New York, NY | September 2022 – Present

- Graded labs and exams, held office hours, review sessions and recitation, and aided in instruction (400+ Students).
- Helped with operation of class infrastructure by writing bash scripts and changing the course websites.
- Wrote grading scripts to compile and test Linux kernel code.

Columbia Graphics and User Interfaces Lab - *Undergraduate Researcher* New York, NY | September 2023 - January 2024

- Working on UI/UX of a VR app in Unity using C#

Microsoft - *Software Engineering Intern - Azure Cloud Efficiency Holmes Team* Redmond, WA | June 2023 – September 2023

- Developed a diagnostic tool for my team that increased visibility significantly in our teams system
- Allowed for future improvements that would allow for a language learning model to automatically make decisions

Meta/Facebook - *FBU - Meta University Engineering Intern* Menlo Park, CA | June 2022 - August 2022

- Spent 3 weeks learning how to make iOS apps in Xcode with Objective C, Swift, and APIs by making clones of popular apps
- Ranked number one among other iOS interns for feature count, learning rate, quality, communication and productivity
- Developed my own social media platform app, Piccy, where users can post a GIF related to a randomized daily topic using Tenors API. Wireframed, planned and created everything on my own.

Code Ninjas - *Code Sensei* Broomfield, CO | Nov. 2019 – June 2021

- Taught around 200 kids aged 7-15 how to code in Python, Lua, JavaScript, HTML, C#, and Scratch
- Created online and in-person curriculum for camps and classes in Python and Lua which I used to create new ways of teaching kids during quarantine

Colorado School of Mines - *High School Intern* Golden, CO | May 2020 – Aug 2020

- Taught Python to 30+ faculty, graduate students, professors and teachers around and in Colorado
- Managed the Computing For Good program and led a group to make a carbon footprint calculator webapp.

PROJECTS AND ACTIVITIES

LionJam 2024 January 2024 - March 2024

- Organized a Game Hackathon at my school. Organized speaker events and workshops teaching students to make games.

Bro I'm Literally a Fish: 1st Place Microsoft Intern Game Jam | *Godot, Blender, Audacity, Asperite* July 2023

- Made a 3D Platforming Game inspired by N64 games using Godot for the Microsoft Intern Game Jam and got 1st place!
- Created all assets myself, including 3D assets in blender, user interface in Asperite and sound effects and music in a week!

Trivia Discord Bot | *Java, Visual Studio, GitHub, Discord API, Java Discord API* January 2022

- Made a Discord bot using the Java Discord API and the Discord API which let users play trivia games by adding it to their server. Supplied 50,000+ available questions and tracked users stats

Faux: 7th place in Brackeys 4 Game Jam | *C#, Visual Studio, Git, FMOD, MonoGame, Audacity, JSON, .NET* Aug 2020

- Made a platforming game in one week with a team by developing a game engine from scratch in C# with the .NET framework and MonoGame and placed 7th out of 2000 teams internationally

AWARDS, SKILLS AND INTERESTS

Awards: HSF Scholar, ColorStack Member, Columbia Engineering Dean's List x2, Microsoft TEALs Volunteer

Languages: Java, Python, C#, C, C++, Objective C, Swift, JavaScript, React & Next.js, HTML/CSS, Lua, SQL, Spanish

Developer Tools: Git, PyTorch, Xcode, Visual Studio, JetBrains Suite, VS Code, Unity, Godot, Blender, Unreal, Perforce

Other Skills: Adobe Suite(Photoshop, Premier, After Effects, Illustrator), Audacity, FMOD, Jira

Outside Interests : Competitive Esports and speedrunning, Physics, Astronomy, Eating, Board Games, Skiing, and Traveling