Jake Torres

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Education

Columbia University - *Bachelors of Science in Computer Science GPA: 3.81*   *New York, NY* | August 2021 – May 2025
- Activites: 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

Figma - *Software Engineer*   *San Francisco, CA* | August 2025 - Present

Riot Games - *Software Engineering Intern - Valorant Gameplay*   *Los Angeles, CA / Remote* | May 2024 - August 2024
- Worked with designers, producers and QA to implement gameplay feature in Unreal Engine for Valorant- 700k daily players
- 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, OS, & Python TA*   *New York, NY* | Sepetember 2022 – May 2025
- 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 and lead guest lecture on C implementation of Python
- Created class final for Python to create a game based on a my lecture and add new features with awesome submissions!

Columbia Graphics and User Interfaces Lab - *Undergraduate Researcher*   *New York, NY* | September 2023 - January 2024
- Designed and added new UI/UX to the VISER VR app in Unity using C#. Conducted user studies with researchers.

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 into millions of virtual machine migrations
- 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

Projects and Activities

LionJam 2024 & 2025   January 2024 - March 2024 & November 2025 - March 2025
- Organized a Game Hackathon at my school. Organized speaker events and workshops teaching students to make games.
- Speakers, Guests and Judges from Xbox, Activision, Riot Games, Playstation and other AAA games studios.
- Over 40+ students created their first games from scratch due to workshops and guidance

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!

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, Japanese
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