

# Jacob Malburne

Gameplay and Systems programmer

<https://jakemal-aggp.github.io/>

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(603) 223-7560

## EDUCATION

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NHTI, Concord's Community College

Class of June 2021

**Associate's Degree in Animation and Graphic Game Programming**

**Received Outstanding Animation and Graphic Game Senior Award**

## EXPERIENCE

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### Rocket Jump Racing

(PC, Unity Engine, C#, AWS)

**Game Designer and Programmer, NHTI**

(4 months / 5 man team)

- Race Logic and Networking
- UI Design
- Server Management

### Trials of Purgatory

(PC, Unity Engine, C#)

**Game Designer and Programmer, NHTI**

(2 months / 4 man team)

- Player Controls and Gameplay Mechanics
- Enemy AI and State Machines
- Sound Effects and Sound Design

### AR Traffic Control Game

(PC, Unity Engine, C#, Vuforia)

**Game Designer and Programmer, NHTI**

(2 months / Solo)

- Augmented Reality Game Using Unity Vuforia
- Game Logic, Design and Code

### VR Golf Game

(PC, Unity Engine, C#, Virtual Reality)

**Game Designer and Programmer, NHTI**

(2 months / Solo)

- Virtual Reality Minigolfing Game
- Game Logic and Golf Ball Putting Physics

### 2D Worms Tank Game

(PC, Monogame, XNA)

**Game Designer and Programmer, NHTI**

(2 months / Solo)

- "Worms" Inspired Tank Gameplay
- Coded From Scratched Simulated 2D Projectile Physics and Collisions

### Coast, modification of Dennatons "Hotline Miami"

(PC, GameMaker, GML)

**Game Designer and Programmer, Personal Project**

(3 years / Solo)

- Stand alone modification using Hotline Miami's source code and gameplay frameworks
- New levels, gameplay mechanics and systems, and re-vamped enemy AI

## OTHER WORK EXPERIENCE

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**Gilford High School Screaming Eagles Robotics Team** (2014 - 2016)  
***FIRST Robotics Stronghold Competition, 1st Place***  
***Robot structure and design assistance***  
***Wood and Machine working (Mill Machine, Machine saws, etc)***

**Clockwork Gaming Community, Garry's Mod Server Administrator** (2014 - 2018)  
***Front page TTT Server, high daily traffic***  
***Served as Moderator, Administrator, and Super Administrator***

**Target Corporation** (2016 - Present)  
***Cashier and General Salesfloor Employee*** (2016 - 2018)  
***Food and Beverage Employee*** (2018 - Present)

## PRIMARY SKILLS

- C#
- C++
- LUA
- HTML
- GML
- XNA
- Github
- Unity
- GameMaker
- ROBLOX
- Monogame
- Scripting
- Game Design
- Overall Knowledge of the Game Design process
- AI and State Machines
- In-person Group/Teamwork
- Remote Group/Teamwork
- Strong Leader and Team Contributor
- Strong Problem Solver and Idea Brainstormer
- Creative Mind

## ADDITIONAL SKILLS/FAMILIARITIES

- PHP
- SQL
- .NET
- JavaScript
- Adobe Photoshop
- Maya
- Lightworks
- Audacity
- Microsoft PowerPoint
- Microsoft Word
- Writing/Story Design