

Jacob Malburne

Gameplay and Systems programmer

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

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EDUCATION

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

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

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

ADDITIONAL SKILLS/FAMILIARITIES

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