

# Jacob Malburne

Gameplay and Systems programmer

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

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## EDUCATION

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NHTI, Concord's Community College  
Associate's Degree in Animation Graphic Game Design

Class of June 2021

## EXPERIENCE

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**Rocket Jump Racing** (PC, Unity Engine)  
**Game Designer and Programmer, NHTI** (4 months / 5 man team)

- Race Logic and Networking
- UI Design
- Server Management

**Trials of Purgatory** (PC, Unity Engine)  
**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

**Coast, modification of Dennatons "Hotline Miami"** (PC, GameMaker)  
**Game Designer and Programmer, Personal Project** (3 years / 1 man team)

- 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)

## SKILLS

- C#
- C++
- LUA
  - HTML
- GML
- JavaScript
- PHP
- SQL
- Unity
- GameMaker
- ROBLOX
- Monogame
- XNA
- Adobe Photoshop
- Maya
- Lightworks
- Video Editing
- Audacity
- Sound Design
- Microsoft PowerPoint
- Triggers and Entity placement
- Scripting
- Microsoft Word
- Writing/Story Design