

Jacob Malburne

Gameplay and Systems programmer

www.JMalburnePlaceholder.com

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EDUCATION

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

Class of June 2021

EXPERIENCE

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

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