

Jimmy Driskell

319-651-8994 | jimmydriskell1@gmail.com | [Portfolio Website](#) | [LinkedIn](#)

EDUCATION

Iowa State University

2020 – 2024

Bachelor of Science in Software Engineering, Minor in Digital Media

- Cumulative GPA: 3.2
- Became a **ranking officer** for the game development club
- Demonstrated persistence and time management as a marching band member
- **Aced every class** involving my digital media minor

TECHNICAL SKILLS

Languages: C#, HTML/CSS, JavaScript, C, C++, Java, Python

Frameworks/Libraries: React, Node.js, SDL

Developer Tools: Git, Postman, Docker

Design Tools: Adobe After Effects, Adobe Illustrator, Adobe Photoshop, Cinema 4D, Figma

EXPERIENCE

Software Engineer Intern

2024 – 2025

Iowa State University

Ames, IA

- Utilized **Unity** and **C#** for front-end development, and **Photon Network** for back-end
- Constructed an online web browser game to be used in high school for educational purposes
- Educated people on how algorithms work by simulating them via game theory concepts

Research Assistant

2022 – 2023

Virtual Reality Application Center

Ames, IA

- Greatly employed and increased skills in data analysis
- Effectively compared and contrasted research results with coworkers in a quantitative manner
- Offered greater insight to the Air Force Research Laboratory on how AI can collaborate with people

Software Engineer Intern

2019

Collins Aerospace

Cedar Rapids, IA

- Leveraged **Unity** and **C# in virtual reality**, and consistently communicated with coworkers
- Completed a successful simulation addressing different air crafts that Collins Aerospace works with
- Educated college students on Collins Aerospace, and initiated a head start on my software developing career

PROJECTS

Black Cat Bundle | *Game Maker Studio*

2023 – Present

- Currently producing my first official video game, single-handed
- Demonstrates a mix of skills both in the object-oriented programming field and art field

Draw To Stream | *C# (Unity), HTML/CSS, JavaScript*

2024 – 2025

- Independently invented a new type of streamer-to-viewer interaction that allows for viewers to send drawings to streamers
- Helped increase viewership for multiple streamers via a new form of entertainment for viewers

Iowa State Game Jams | *Game Maker Studio*

2021 – 2024

- Displayed the ability to **code under time crunch**
- **Triumphed independently** against ten other teams of four members
- Tested my creative capabilities by making each game different from the last
- Acquired **over 3,000 downloads** on all games created combined

IINSPIRE Survey Tool | *JavaScript, HTML/CSS, Python*

2023 – 2024

- Demonstrated excellent team effort when creating a survey webtool in a team of six
- Exhibited effective collaboration as the **lead communicator** between the team and client

Codename: Codenames | *HTML/CSS, JavaScript, Java*

2022 – 2022

- Recreated the classic card game "Codenames" in an Android application
- Exhibited both individual and team effort in a team of four
- Became one of the **top three** teams in a class of over 30