

Jacob Truelove

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|  Love-Summoner |

Arlington, Texas - 76013, US

SUMMARY

Video game programmer with great problem solving skills, capable of writing in several programming languages, and a specialty is game system programming. Experienced in all aspects of game development including project management looking for a career as a game system programmer.

EDUCATION

- **University of Texas at Arlington**

Bachelor of Computer Science

- GPA: 3.24/4.00






August 2021 - May 2025

Arlington TX, United States

SKILLS

- **Programming Languages:** C#(2 years), Python(3 years), C++(3 years), Java(2 years), C(4 years), javascript(1 year)
- **Database Systems:** SqlLite(2 years), Sql(2 years)
- **Game Engines:** Unity(2 years)
- **Version Control:** Git(3 years)

PROJECTS

- **In/E Motion: A project that uses motion tracking to add effects to a dance performance** *September 2024 - April 2025*
Tools: Unity, NuiTrack, and Xbox kinect 
 - Trained team members to use Unity and taught them how to develop in Unity with minimal data loss
 - Developed 2 interactive scenes that functioned perfectly through several live performances
 - Wrote a majority of the documentation
- **Infinite Procedural Terrain Generation: 3D terrain generation with first person movement** *February 2025*
Tools: Unity, Unity shadergraph 
 - Programmed a real time generation algorithm that takes water sources into account
 - Developed a vertex shader that factors in terrain height to determine color using Unity shadergraph
 - Optimized terrain to allow for high frame rates with low end hardware
- **Lacrossed Blades: Local multiplayer pvp game with playing against computers as an option** *December 2024*
Tools: Unity, new Unity input system 
 - Designed a competitive game
 - Programmed a local multiplayer system using Unity's new input system package that can manage up to 4 players
 - Created an AI system for computer players
- **A Game About 360s: Single player fps bossrush game made in one month for the bossrush gamejam** *January 2025*
Tools: Unity, new Unity input system 
 - Programmed a system to analyze player camera movements and give bonuses depending on them
 - Designed a basic inventory system for the use 3 different guns
 - Time management working with a time limit during while in school
- **Cannibal Hut: First person horror game with an AI agent made in 1 week for a game jam** *October 2024*
Tools: Unity 
 - Utilized Unity's post processing to give the game a creative aesthetic
 - Created a system for picking up and reading books as well as tracking what pages and books the player reads.
 - Programmed an AI agent with unique changing paths that and unique behaviors for different states such as chasing or searching for the player
 - Wrote a story and animated cut scenes for different endings