Jacob Colin Shaw

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Education

- **Rochester Institute of Technology**, Rochester NY August 2021 - Present
- Bachelor of Science, Major in Game Design and Development, Minor in Economics
  - Expected to graduate May 2025
  - Cumulative GPA of 3.950
  - RIT Dean's List
    - Fall 2021 - Fall 2024
  - Courses:
    - Game Dev & Algorithm Problem Solving 1 & 2 (C#)
    - 2D Animation and Asset Production (Pencil 2D, Unity)
    - 3D Animation and Asset Production (Maya 2023)
    - Data Structures and Algorithm Game and Simulation 1 & 2 (C++)
    - Game Design and Development 1 & 2 (Unity)

Skills

Software
- Adobe Illustrator, Photoshop, Atom, IntelliJ IDEA, Netbeans, GitHub, GitLab, GitBash, Adobe Premiere, Adobe After Effects, Visual Studios 2019, Audacity, Axure RP, GIMP, Unity, Shotcut, Visual Studio Code, Unreal Engine, Flutter

Programming Languages
- HTML/CSS, Java, Kotlin, C#, C++, JavaScript, Dart

Work Experience

Student Worker - Crossroads Dishes/Dining, Rochester NY 14623 September 2024 - Present
- Loading unclean dishes and utensils into a dishwasher
- Stocking clean dishes, utensils, and napkins
- Cleaning the work areas, tables, and chairs
- Working within a team to close on time
- Taking out the trash and recycling as necessary
- Sweeping the floor
- Cleaning carts regularly at the end of the shift to lighten the load for others.

Kohl's, Wappingers Falls NY November 2022 - December 2022
- Seasonal Stockroom Sales Associate
  - Stocked the floor with recovery
  - Back stocked items to the inventory in the back
  - Cashiered and delivered a consistent sales floor experience
  - Provided effective customer service
  - Worked within a team

Tigers Tale, Co-op Project May 2023 - August 2023
- Worked with geolocational features to add/remove pages to a scrapbook
- Implemented various building prefabs into an AR compatible space

RIT MAGIC Makers Program, Rochester NY May 2022 - August 2022
- Programmer
  - Designed and implemented the crop, tower, and tree art
  - Coded NPC Movement independently with help of tutorials
  - Coded tooltips with help of tutorials
  - Researched problems and solved them

- Pixel artist
  - Designed Art and Animations for 18 towers
  - Designed Art and Animations for 8 Crops
  - Pixelated 7 menu buttons, 3 minimaps, 19 environment props, and 14 tiles
  - Received feedback from 4th year Animation majors at RIT
  - All assets were approved by one of the co-art directors
  - Learned how to implement feedback and critique
- Team member
  - Attended team meetings, MAGIC Makers meetings, and Rockstar reviews
  - Scripted, edited, and uploaded youtube videos
  - Documented various assets on the team drive
  - Worked with a team
  - Communicated with others
  - Reported work completed
  - Idea generated

Math Tutoring March 2021 - June 2021
- Tutored two highschool students in AGS2 math and Pre-Calculus math

Projects

- ***Recoil,*** Casual Game Development Project January 2025 - Present
  - Collaborated with a team of 4 to make a game with C# and Unity.
  - Created UI elements, player assets (character, gun, bullets).
  - Coded movement between scenes, coded destructible objects, coded player animations
- ***Jaded,*** Game Design and Development 2 Project January 2024 - May 2024
  - Collaborated with a team of 5 to make a game with C# and Unity.
  - Created an enemy sprite, grass tile, dirt tile, blue gem, and gem related accessories
- ***Wish Guardian****,* Personal Group Project August 2021 - August 2023
  - Collaborated with a team of 11 to make a video game using C# and Unity
  - Designed cards, towers, crops, menu buttons, minimaps, props, tiles
  - Programmed NPC Movement and tooltips with help of tutorials
- ***Rebound****,* GDAPS2 Project January 2022 - May 2022
  - Collaborated with a team of 5 to make a game with C# and Visual Studios 2019
  - Created the Player class, programmed half of the Entity class, programmed enemy waves spawning from file.io, handled winning and losing the game, designed the in-game menus, made difficulty levels, programmed bullets bouncing on edge of screen (rebounding)

Activities

Westview High School FRC Robotics, Portland OR October 2017 - June 2021
- Robotics Programming Lead
  - Responsible for robot code
  - Trained students on how to program robots
  - Communicated with other team leaders and coaches
  - Attended meetings regularly
- Robotics Scout Lead
  - Trained students on how to scout robots at competitions
  - Delegated who was scouting different rounds of competition
  - Kept track of and organized scouting data
- Team member
  - 6-8 hour demos of robots during the summer
  - 2 SPARK camps
  - Basketball live event
  - FIRST Fair