

Jacob Colin Shaw

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[LinkedIn](#) | [Portfolio](#)

Education

Rochester Institute of Technology, Rochester NY

Bachelor of Science, Game Design and Development, Minor in Economics, Graduated May 2025

- Cumulative GPA of 3.950 | RIT Dean's List: Fall 2021 - Spring 2025

Related Coursework: Game Dev and Algorithm Problem Solving (C#), 2D Animation and Asset Production (Pencil 2D, Unity), 3D Animation and Asset Production (Maya 2023), Data Structures and Algorithm Game and Simulation (C++), Game Design and Development (Unity)

Skills

Software: Adobe Illustrator, Photoshop, GitHub, GitLab, GitBash, Adobe Premiere, Adobe After Effects, Visual Studios 2019, Audacity, Axure RP, GIMP, Unity, Shotcut, Visual Studio Code, Unreal Engine, Flutter, Draw.io, Confluence, Miro

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

Work Experience

Crossroads Dishes/Dining, Rochester NY, September 2024 - May 2025

Associate

- Stocking clean dishes, utensils, and napkins to ensure eating experience for customers
- Working within a team to close on time
- 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

- Worked within a team to stock the floor with recovery and deliver a good sales floor experience
- Provided customer service as a cashier

Tigers Tale, Rochester NY, May 2023 - August 2023

Digital Humanities Intern

- Worked with geolocation features to add/remove pages to a scrapbook
- Implemented various building prefabs into an AR compatible space using C# and Unity

RIT MAGIC Makers Program, Rochester NY, May 2022 - August 2022

Programmer

- Designed and implemented the crop, tower, and tree art with C# and Unity
- Coded NPC Movement independently with help of tutorials and researched and solved problems

Pixel artist

- Designed art and animations for 18 towers and 8 Crops using GIMP and implemented feedback and critique
- Pixelated 7 menu buttons, 3 minimaps, 19 environment props, and 14 tiles

Team member

- Attended team meetings, MAGIC Makers meetings, and Rockstar reviews
- Scripted, edited, and uploaded youtube videos and documented various assets on the team drive
- Worked within a team and communicated with others

Project Experience

Recoil, Academic 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, Academic 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, Academic 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 and enemy waves spawning from file.io, handled winning and losing the game, designed the in-game menus, made difficulty levels, programmed bullets bouncing

Activities

Westview High School FIRST (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