

# Jacob Colin Shaw

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Portfolio: [slime13752.github.io](https://slime13752.github.io)

## Education

- **Rochester Institute of Technology**, Rochester NY August 2021 - Present
  - Game Design and Development, Bachelors of Science
  - Economics, Minor
  - Expected to graduate by 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

## Projects

- **Recoil**, Casual Game Development Project January 2025 - Present
  - Collaborating 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
  - Collaborating 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
- **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
- **Wish Guardian**, Personal Group Project August 2021 - August 2023
  - Collaborating with a team of 11 to make a video game using C# and Unity
  - Designing 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)

## Work Experience

### Student Worker - Crossroads Dining, Rochester NY 14623 September 2024 - Present

- Crossroads Dishes
  - Loaded unclean dishes and utensils into a dishwasher, scrubbing as necessary
  - Stocked clean dishes and utensils to where they belong

- Cleaned the work area (shelving and floor)
    - Worked within a team of 4 to close on time
  - Crossroads Dining Room
    - Stocking clean utensils and napkins where they belong
    - Cleaning the trash cans every Sunday from spills
    - Cleaning the surfaces of tables and chairs from spills and crumbs
    - Taking out the trash and recycling as necessary
    - Sweeping the floor with a broom and pan
    - 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
- 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 solving problems
  - 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 handle feedback/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 generating

**Math Tutoring March 2021 - June 2021**

- Tutored two highschool students in AGS2 math and Pre-Calculus math

## **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