

# 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, 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