

Jacob Cooper

Programming Generalist / Game Developer



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Portfolio

Jacob Coopers Portfolio

EXPERIENCE

Freelance Programming — *Lua Developer*

APRIL 2014 - MARCH 2021

Freelance lua development for game modding. Worked within teams of other developers and communities. This taught me communication, time management, version control, game design, code practices and team work.

EDUCATION

Academy of Interactive Entertainment (AIE), 33 Mountain St, Ultimo NSW 2007 — *Advanced Diploma*

FEBRUARY 2020 - DECEMBER 2021

Advanced Diploma of Digital and Interactive Games 10702NAT, Dual Diploma ICT50215, Computer Games and Programming Skills Advanced.

Whitebridge High, Lonus Ave, Whitebridge NSW 2290 — *High School - RoSA*

FEBRUARY 2014 - DECEMBER 2019

Highschool RoSA, left year 12 to continue my studies in Game Dev.

PROJECTS

Karmadillos — *A story based horror about guiding the unknown.*

A 2-4 player couch party game about being the last armadillo standing.

Itch: alex-smits.itch.io/karmadillos

Is Anyone There? — *A story based horror about guiding the unknown.*

A psychological horror game developed for a 16 hour uni wide game jam..

Itch: caerwyn.itch.io/is-anyone-there

SKILLS

- Programming
- Unity
- Unreal Engine
- Production Planning
- Communication
- Problem Solving
- Version Control
- Bootstrap / Raylib / .NET
- Virtual Reality
- OOP / DoP
- Data Structures / Algorithms for Games
- Visual Studio
- Git
- OpenGL
- Mobile Development
- Networking

Neon Disk VR — *A short, Tron inspired game designed for the Oculus Quest 2.*

A VR Game developed in around two weeks with a small team of developers to create a Oculus Quest 2 supported VR Unity game.

Itch: creeeamy.itch.io/neondisk