Jacob Gibson

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8100 Cardinal St.
Avon IN, 46123
317-438-9506

Education

IUPUI | Expected Graduation: May 2024 | GPA: 3.76
Pursuing a B.S. in Computer Science
Pursuing a B.S. in Media Arts and Sciences with a focus on Game Design

Skills

- Extensive Unreal Engine 4/5 experience with multiplayer projects
- Built a game in Unity and released it.
- C++ / OOP programming
- A strong passion for game development

Work Experience

Interned at Indiana National Guard Tech Dept.   Aug 2019 – Mar 2020   SFC Vermilion – Mentor
Built an externally accessible server using FreeNAS   812-606-8534
Regularly serviced, replaced, and distributed computers during all points of the lifecycle
to ensure a smooth transition for all employees to their new machines.

The Virtual Galaxy, Avon, IN   Aug 2018 - present   Dawn Brahos – Owner
Assistant Manager   317-618-2547
Customer Service Rep
VR Technician - servicing computers regularly

Projects

Jump Ship! (Released May 2022, [Link to Google Play store](#))

Lead programmer for the project. Worked mainly on player interaction including player
character/controls and UI functionality.

Wild Midwest (Releasing Dec 2022)

Created a fully networked party and game hosting system for players to create and join
games allowing for an enjoyable and smooth multiplayer experience between friends.
This system does not rely on existing infrastructure such as Steam or EOS and was done
fully in Unreal Engine and a Web API I created.

Web API

Wrote a web API in ASP.NET to assist in multiplayer/matchmaking for Wild Midwest and
other projects as needed. This also connects to a database for match stat tracking.