Peter Jacobsen

Software Engineer | website: **yawmus.github.io** | **linkedin**

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EDUCATION

University of Utah : School of Computing   **Aug 2014 – May 2017**
  B.S. Computer Science

PROJECTS & EXPERIENCE

Employed: Backend Engineer at Unicity International   **Aug 2017 – Present**
- ❖ Health product company that aims to make life better for its consumers.
- ❖ Worked on an internal application for customer service reps for fast order entry in C# with forms.
- ❖ Built a backend in NodeJS for a coaching/social media mobile app.
- ❖ Wrote ESBs for the following: 3PL order fulfillment, an auto-order interface/runner, and an order invoice process for a foreign market's taxes.
- ❖ Regularly did large-scale code deployments for the company's primary PHP API.
- ❖ Worked with project managers from 5 different countries.

Game: Flaws of Gravity   **(Unity, PC)**   **Published Spring 2017**
- ❖ Published through Steam Greenlight, Flaws of Gravity is a first-person, puzzle-platformer where you manipulate the direction of gravity to solve puzzles.
- ❖ Implemented the core physics-based gameplay mechanic of manipulating the world's gravity and the player's movement.
- ❖ Worked with the audio designer to fully realize all game sounds.

Game: Through Her Eyes   **(Unity, PC)**   **Completed Spring 2016**
- ❖ A first-person, interactive story alternative game where you play as a character with macular degeneration.
- ❖ Created an extensive objective tree network.
- ❖ Made a modular, state-based interaction system **(code sample)**
- ❖ Did all Unity editor work and customized the inspector.

Software: Multi-User Spreadsheet   **Completed Spring 2015**
- ❖ Made an asynchronous multi-user spreadsheet on a team of 4.
- ❖ Followed the specifications and fully implemented a client-server protocol.

Software: Custom FFMPEG Codec   **Completed Spring 2015**
- ❖ Quickly became familiar with the FFMPEG Codec library.
- ❖ Made a custom encoder/decoder for my own file format.
- ❖ Wrote a program to draw image frames to create an animation.

Software: Library Database   **Completed Spring 2015**
- ❖ Can register new users, user records, check-out books, wait lists, book review, book browse, book & user statistic.
- ❖ Interfaced with Java and allowed for admin-level privileges.
- ❖ Done using database schema/diagrams, MySQL and web interaction with JSP.

PROGRAMMING LANGUAGES

C++, C#, Java, JS/Node, Typescript, MySQL, Postgres, HTML/CSS, PHP, Matlab

WORK ENVIRONMENTS

AWS (EC2, Lambdas, SQS, etc.), Docker, Travis-ci

Linux, OSX, Windows

Unix Terminal, Eclipse, VIM, Unity, Visual Studio, Sublime

DEVELOPMENT METHODS

Agile, SCRUM

SOFTWARE

Github, SVN, Google Drive, Dropbox, Hansoft, Slack, Trello

RELEVANT CONCEPTS

Optimization and O(), Unit Testing, Multithreading

SOFT SKILLS

Experience working in teams with upwards of 15 people

Excellent communication