

Jacob Cousineau

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www.jtc.zone

Objective

I am a graduating computer science student looking for an internship or full-time position as a game programmer or software developer.

Work Experience

Software Engineering Intern / Thomson Reuters, Ann Arbor, MI / May 2018 - Aug. 2018

- Experienced full-stack development on a team of 9 as an intern employed via TalentNet
- Implemented fixes and new features in Onvio Fixed Assets, a web application for tax professionals
- Participated in maintenance process for Fixed Assets CS legacy desktop application

Professorial Assistant / Michigan State University, East Lansing, MI / Aug. 2015 - Present

- Provided research assistance to Dr. Robert Pennock
- Developed prototypes for Salmon Run, an educational game focused on evolution
- Created Selenium test suite in Python for a JavaScript web application

Bench Technician / Computer Service & Enhancement, Inc., Niagara, WI / June 2014 - Jan. 2018

- Fixed technical issues with customer computers
 - Participated in annual technical setup for a local school district
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Education

BS, Computer Science / Michigan State University / Expected Graduation May 2019

- Minor in Game Design and Development (Ranked #7 program in world by Princeton Review)
 - 3.83 GPA, Honors College
 - Coursework: Computer Science Capstone Experience, Game Design Studio, Advanced Game Development, Database Systems, Software Design, Web App Development, Algorithm Engineering, Mobile App Development
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Additional Experience

Augmented Reality Mechanic Training (Capstone Experience) / Fall 2018

- Created a suite of AR training applications for mechanics as part of a 5-person team
- Built a system for viewing CAD diagrams as 3D models in the Microsoft HoloLens
- Implemented UI for HoloLens application using Windows Mixed Reality Toolkit

Lika (Semester-Long Game Project) / Fall 2018

- Worked with 8 other students to create an atmospheric side-scroller for Android
 - Programmed motion system for leaves in player-controlled wind using vector fields
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Skills

- Game Programming (Unity, C#)
- Web Development (Angular, TypeScript, .NET)
- Familiar with C++, Python, Java
- Development for Microsoft HoloLens
- Knowledge of Visual Studio, Android Studio
- Experience with Git, VSTS