
Jake Hitchcock

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<https://hitchc28.github.io/>

High-achieving MSU Senior computer science major with extensive interests and diverse skills. Quick learner, capable of independent work, and self-motivated.

Skills

- Educated in coding languages, including C++, C, C#, Python, and SPARC
 - Working experience with coding languages, including JavaScript, HTML, PHP, and M
 - Object-Oriented design and programming
 - Artificial Intelligence design and programming
 - Software operation, including Visual Studio, the Unity3D engine, Subversion, and Windows and Linux OS
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Education

- **Michigan State University** 2013-Present
 - Bachelor of Science in Computer Science, through the Lyman Briggs college *Expected Graduation: Spring 2017*
 - Minor in Game Design and Development
 - Honors College, Honors projects in Chemistry, Biology, Calculus, and C++
 - GPA 3.87/4.0
 - **Holt High School** 2009- 2013
 - GPA 4.0 (unweighted), Ranked 1st in class
 - ACT score of 33, SAT score of 1470
 - National Merit Scholar, AP Scholar with Honors
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Work Experience

- **Software Development Intern at Epic Systems** Summer 2016
 - Spent fourteen weeks working on an independent investigative project
 - Investigated, invented, and prototyped
 - Worked primarily with web development and databases
 - **Professorial Assistant at Michigan State** 2013-2015
 - Stained and analyzed avian blood for immunology research
 - Independently scheduled work
 - Organized and recorded data for analysis
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Projects

- **Namasteam Unity Game** Spring 2016
 - Unity3D first-person fighting simulation game
 - Worked with a small team over five weeks to create a game in Unity
 - Created a player-input driven animation machine to integrate fluid animation and movement
 - Worked with PUN to allow for networked multiplayer matches
 - **Nine Men's Morris Simulator** Spring 2015
 - C++ program to simulate a game of Nine Men's Morris between two automated players
 - AI strategy player boasts a 95% victory rate against the random player
 - Created as an honors project for Programming II course
 - **Drosera Unity Game** Spring 2016
 - Unity 2D tower defense game for iOS and Android
 - Worked on programming tower behavior and designing game feel
 - Uses 2D sprites, pathing, and collision detection to simulate enemy and tower behavior
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Extra-Curricular Activities

- **MSU Spartasoft** 2015-Present
 - Group devoted to teaching and improving programming, design, and artistic skills for game development
 - Give lectures on programming, including basic AI and pathing
 - Participant in "Game Jam" programming and design events
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