






Jackson Westbrook

Gameplay Programmer

About Me

I am a computer science major at North Carolina State University with a focus on game development. I have a passion for video games and have been playing all kinds of games my entire life. I love to create things, and once I start working on a project, it is near impossible to get me to stop until I have accomplished what I set out to do. I like Game Jams as they test my creativity and abilities.

Information

-  252-723-5556
-  Jacksonwestbrook19@outlook.com
-  Raleigh, North Carolina 27606
-  linkedin.com/in/jackson-westbrook-2932ab233
-  itsjacksonw.github.io

Education

- B.S. Computer Science
- Concentration in Game Development
- North Carolina State University (2021-2025)
- Game Development Club
- GPA: 3.604

Experience

Foraging Friends

10/01/2023 - present

- Worked as a programmer to develop a game in Unreal Engine 5 with a large group of other NCSU students.
- Used Git for version control and used Trello to manage tasks.

2D Game Engine: C++

08/21/2023 - present

- Created a 2D game engine using C++ as a semester long project for a game engines course at NCSU.
- Allows the creation of 2D platformer games using SFML libraries for displaying visuals.
- Worked with Omq to add multiplayer capabilities to the game engine using a server and clients.

Ghost Cafe: VGDC Fall Jam 2022

10/12/2022 - 11/04/2022

- Cooperated with a team to develop a fall themed ghost café game.
- Created the player mechanics, and the game manager.
- Combined parts made by the other developers and I to make the finished working game.

Red Storm Game Jam

10/01/2022

- Integrated two separate game ideas to combine a group to make a 2d platformer.
- Developed physics and mechanics of our character, with an emphasis on movement.

Educational Computer Game

Feb 2022 - Apr 2022

- Led a group of four to create a computer game designed to teach 8-year-olds their multiplication tables.
- Worked together to research, design, and develop a game using Game Maker Studio 2.

Various Game Jams

- Designed and developed games with constraints and deadlines.
- Explored many ideas and genres of games.

Skills

- ❖ Unity Engine Game Development
- ❖ Unreal Engine Game Development
- ❖ C++, C#, and Java programming
- ❖ Git source control and Trello tasks