

Jack Burkhardt

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Permanent Address:

1819 N. Natoma Ave, Chicago, IL 60707

Personal Website/Portfolio:

<https://jackburkhardt.com>

EDUCATION

Northwestern University, Evanston, IL

BA, Computer Science & Sociology, Expected June 2024

- Electronics subteam member of the Northwestern Formula Racing team
- Education Committee member of the Responsible AI Student Organization
- Member of Student Advisory Group to the Computer Science Department
- Current GPA: 3.67

Jones College Prep, Chicago, IL

High School Diploma, June 2020

- Enrolled in all Honors level or Advanced Placement classes
- Founder of multiple student organizations including a Robotics team, Computer Science club, and annual game jam
- Recipient of Jones Computer Science Award and High Honor Roll (2016-2020)
- GPA: 3.82 Unweighted, 4.86 Weighted

INTERESTS

My career and research interests include interactive entertainment and human-computer interaction, sociology, and ethics in technologies, among others. Recent projects of mine have involved the intersection of code and art, especially as games. My goal is to leverage technology to create immersive experiences for all types of people. A portfolio of my work can be found at <https://jackburkhardt.com/projects>

EXPERIENCE

Northwestern University, Evanston, IL

Undergrad Research Aide, June 2021 - Present

- Implemented code & design for VastWaste, a data-driven projection & VR art installation
- Used the C# language, Unity engine, EEG sensors, and SteamVR technology extensively
- Currently developing a new interactive media art installation for Radial System in Berlin

Freelance System Administration, Chicago, IL

Self-employed, September 2017 - Present

- Hosted and/or developed for over 30 different gameservers on personal dedicated servers
- Created and maintained multiple personal, business, and community websites with software like Wordpress, Mediawiki, and Hugo
- Built skills related to Linux system administration, containerization/virtualization, and enterprise server hardware

TECHNICAL SKILLS

- Programming Languages: C#, Java, C++, C, DSSL2 & Racket
- Adobe Software: Premiere Pro, Photoshop, InDesign, After Effects, Lightroom
- Game Engines: Unity, Source, Construct2
- Other: Linux/Unix, Agile development

RELEVANT COURSEWORK

- Data Structures & Algorithms
- Game Design & Development Studio
- Ethics in Technology
- Operating Systems (by Summer 2022)
- Human-Computer Interaction (by Summer 2022)
- Social AR/VR development (by Summer 2022)

AWARDS AND HONORS

- Finalist, Fletcher Prize for Rising Undergraduate Research Star