Jack Burkhardt

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Permanent Address:
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Personal Website/Portfolio:
https://jackburkhardt.com

EDUCATION

Northwestern University, Evanston, IL
BA, Computer Science & Sociology, Expected June 2024

- Working towards certificate in Human-Computer Interaction
- Finalist, Fletcher Prize for Rising Undergraduate Research Star
- Member of Student Advisory Group to the Computer Science Department
- Current GPA: 3.76 – Dean's List student (as of Fall 2021)

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 career goal is to leverage technology to create immersive experiences for all types of users.

EXPERIENCE

Northwestern University, Evanston, IL
Undergrad Teaching Assistant, March 2022 – Present

- Provided support for students through leading office hours and grading for the following courses:
    - CS 396 – AI & Experimental Narrative (Spring 2022)

Undergrad Research Aide, June 2021 - Present

- Built code & design for VastWaste, a data-driven projection & VR art installation
- Used the C# language, Unity engine, EEG sensors, and SteamVR technology extensively
- Currently designing 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 personal, business, and community websites with software like Wordpress, Mediawiki, and Hugo
- Self-taught skills related to Linux system administration, game development, and enterprise server hardware

TECHNICAL SKILLS

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

RELEVANT COURSEWORK

- Data Structures & Algorithms
- Game Design & Development Studio
- Technology, Ethics, and Society
- Operating Systems (by Summer 2022)
- Social AR/VR Studio (by Summer 2022)