

Jack Burkhardt

mail@jackburkhardt.com (312) 478-9592

LinkedIn:

[/in/jack-burkhardt/](https://in/jack-burkhardt/)

Personal Website/Portfolio:

<https://jackburkhardt.com>

EDUCATION

Northwestern University, Evanston, IL

MS, Computer Science, Expected June 2024

BA, Computer Science, Expected June 2024

- Winner, 2021-22 Kaplan Writing Prize
- 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 technology, 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

Project KeyWave, Remote

Lead Programmer, June 2022 – Present

- Integrated visual novel, job simulator, and roleplaying systems for an educational game
- Directed implementation of art, sound, and writing in Unity and coordinated other designers

Overture Games, Evanston, IL

Software Development Engineer, June 2022 – Present

- Conducted interviews with potential clients to inform product design
- Directed technical design of product and created strategies to improve workflow

Northwestern University, Evanston, IL

Undergrad Teaching Assistant, March 2022 – Present

- Guided students seeking help with programming assignments or understanding course concepts
- Pushed students to improve their project design through playtesting and technical mentorship

Undergrad Research Aide, June 2021 – June 2022

- Built immersive VR art experiences as a lead programmer using Unity3D, Wwise, and SteamVR
- Successfully pushed team to increase documentation, utilize version control, and improve code quality
- Presented at prestigious international conferences such as ISEA2022 and SIGGRAPH2022

TECHNICAL SKILLS

- Programming Languages: C#, Java, C++, C, DSSL2 & Racket
- Game Engines: Unity3D/2D, Unreal Engine, Source, Construct2
- Adobe Software: Premiere Pro, Photoshop, InDesign, After Effects, Lightroom
- Productivity: Microsoft Office, G Suite, Jira, Agile/Scrum Development

CONFERENCES & EXHIBITIONS

2022 [VastWaste – VR Based Art Installation](#), 27th International Symposium of Electronic Art, Barcelona, ES

2022 [VastWaste – VR Based Art Installation](#), SIGGRAPH Art Gallery, Vancouver, BC

2022 [GoodAsNU: A Community-Based Approach to Eliminating E-Waste Through Self-Repair](#), Northwestern Undergraduate Research Expo, Evanston, IL