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: 3.66

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 social psychology, and ethics, among others. Recent projects of mine have involved the intersection of code and art. My goal is to create robust technologies and experiences which will improve the lives of individuals and the communities they live in. 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 planning a new interactive media research project for the 2021-22 year

The Home Depot, Chicago, IL

Special Services Associate, May 2020 – September 2021
- Actively generated thousands of dollars in online sales and leads for my store
- Led an effort to improve pick times and accuracy, and received Homer awards for doing so
- Handled customer service, sales, returns, deliveries, and order picking, often doing multiple duties simultaneously

Freelance System Administration, Chicago, IL

Self-employed, September 2017 - Present
- Hosted and/or developed for over 30 different gameservers on my dedicated server hardware
- Created and maintained multiple personal, business, and community websites with software like Wordpress, Mediawiki, and Hugo
- Learned many skills related to Linux system administration, containerization/virtualization, and enterprise server hardware

VOLUNTEER EXPERIENCE
- Organizer @ Jones Jam (2019-2020), an annual game jam founded by myself hosting 80 attendees yearly from across Chicago Public Schools. Also oversaw workshops, coordinated speakers, and managed logistics.
- Student Mentor @ CodeDay Chicago (2019-Present), advised teams during a 24 hour hackathon and helped the event run smoothly. Currently planning future CodeDay events.
- Volunteer @ FreeGeek Chicago (2018-2020), tore down donated technology in order to responsibly recycle or resell at more accessible pricing.

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 Technologies: Linux/Unix shell, Docker, LAMP, Wordpress, Mediawiki

RELEVANT COURSEWORK
- Data Structures & Algorithms
- Multivariable Calculus, Linear Algebra, Statistics
- Game Design & Development
- Low-level Systems
- Object-oriented Programming (C++, C#, Java)
- Microprocessor Design (by Summer 2022)
- Operating Systems (by Summer 2022)

AWARDS AND HONORS
- Finalist, Fletcher Prize for Rising Undergraduate Research Star