Jack Burkhardt

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LinkedIn:
/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, 2022 Barris Teaching Award
- Winner, 2022 Kaplan Writing Prize
- Finalist, Fletcher Prize for Rising Undergraduate Research Star
- Current GPA: 3.7/ 4.00 – Dean's List student (as of Fall 2021)

EXPERIENCE
Overture Games, Chicago, IL
Software Development Engineer, June 2022 – Present
- Developed a music practice game with extensive systems for sandbox level editing, MIDI-based level generation, and audio signal processing
- Wrote detailed technical design for the above systems, pitched them to team, then iterated design
- Conducted interviews with 100+ music teachers, students, and parents to inform product design

Project KeyWave, Remote, USA
Lead Programmer, June 2022 – Sept 2022
- Built an educational game integrating visual novel, job simulator, and roleplaying systems with emphasis on modularity using JSON serialization
- Directed implementation of art, sound, and writing in Unity through direct coordination with designers
- Developed custom tooling allowing other designers to add game content 40% faster than before

Mayfest Productions, Evanston, IL
Producer, Sept 2021 – Present
- Planned and executed Dillo Day music festival with 10,000+ attendees and 80+ crew members
- Managed a mainstage artist and coordinated with their agents, technical, and PR teams pre-event and day-of
- Created relationships and contracts with external vendors and oversaw their work during the event

Northwestern University, Evanston, IL
Undergrad Teaching Assistant, March 2022 – Present
- Guided 250+ students seeking help with programming assignments or understanding course concepts
- Challenged students to improve their project design through playtesting and technical mentorship
- **CS 377**: Game Dev Studio, **CS 376**: Game Design & Dev, **CS 396**: Artificial Life, **CS 396**: AI & Experimental Narrative

Undergrad Research Aide, June 2021 – June 2022
- Built immersive VR art experiences as a lead programmer using Unity3D, Wwise, and SteamVR
- Successfully led team to increase documentation, utilize version control, and improve code quality
- Presented publicly at prestigious international conferences such as ISEA2022 and SIGGRAPH2022

TECHNICAL SKILLS
- Programming Languages: C#, Java, C++, C, Python, 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, Trello, Confluence

CONFERENCES & EXHIBITIONS
2022   *VastWaste – VR Based Art Installation*, 20th Piksel Festival, Bergen, NO
2022   *VastWaste – VR Based Art Installation*, 27th International Symposium of Electronic Art, Barcelona, ES
2022   *VastWaste – VR Based Art Installation*, SIGGRAPH 2022 Art Gallery, Vancouver, BC
2022   *GoodAsNU: A Community-Based Approach to Eliminating E-Waste Through Self-Repair*, Northwestern Undergraduate Research Expo, Evanston, IL