# Jacob Catalina

248-378-8543 | jacobcatalina01@gmail.com | linkedin.com/in/jacob-catalina | https://github.com/jacobcatalina01

#### EDUCATION

#### University of Michigan

Bachelor of Science in Computer Science

• GPA: 3.75

Northville High School

GPA: 4.0

Ann Arbor, MI

Aug. 2021 - May 2025

Northville, MI

Sep. 2017 - May 2021

## Relevant Coursework

Data Structures, Systems Programming, Programming Concepts, Discrete Mathematics, Statistics

#### EXPERIENCE

## IT/Software Analyst

May 2022 – August 2022

Blackmore Partners

Chicago, IL

- Implemented a Rest API using Python and Flask to improve the interface that internal and external executives utilized during client meetings
- Contributed to the development and improvement of the company website using WordPress
- Participated in code reviews and lead company onboardings for new members

## Tent Installer/Delivery Truck Driver

June 2019 – August 2021

Your Event Party Rental

Plymouth, MI

- Drove and setup tents across the area for events
- Customer service representatives
- Organized employee schedules

## Clubs

WolverineSoft February 2022 – Present

Programmer/Game Design

- University of Michigan's premier game design and development student organization using Unity and Unreal Engine Software
- Implemented multiple Unity based projects as a programmer working in small groups or individually
- Hands-on multidisciplinary experience in game design, feature implementation, asset creation, and production

#### Projects

#### Personal Website | HTML, CSS, JavaScript

October 2022 – November 2022

- Created a personalized website to showcase my resume and future projects to the public using HTML, CSS, and JavaScript
- Continuing to update and add new projects/items to the website as I learn new topics

## Monkey Medic | C#, Unity

September 2022

- Developed a single player strategy-based puzzle game using Unity and C# with Windows and Linux support
- Winner of the WolverineSoft Fall 2022 Mini Game-Jam

## Ball Masters | Lua, Roblox Studio

June 2022 – August 2022

- Developed a multiplayer Roblox arcade platformer that utilized airborne item physics and cross-platform collaboration
- Implemented continuous updates and community suggestions every week

#### TECHNICAL SKILLS

Languages: Python, C/C++, C#, Lua, JavaScript, R, HTML, CSS

Frameworks: Flask, WordPress

Developer Tools: Git, Roblox Studio, VS Code, Visual Studio, Unity, Unreal Engine