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To Whom It May Concern,

My name is Jacob Enget. I am a recent graduate of the Computer Science program at the University of Minnesota, where I specialized in Computer Graphics and Software Engineering. I am enthused to become part of a dynamic team involved in video game creation. You downloaded this letter from the site I designed to present my interest and experience in video game programming to prospective employers. I hope it demonstrated my passion for video games, creative problem-solving, attention to detail, killer math skills, and enthusiasm for learning.

I returned to school a year and a half after finishing a B.S. in Mathematics when I realized that I wanted a career doing something more expressive, creative, and interactive. This, combined with my long love affair with video games, led me to major in Computer Science.

During my studies at the University of Minnesota I took advanced classes in Animation, Artificial Intelligence, Computer Graphics, Software Engineering, Computer Networking, Numerical Analysis, and Computer Security. I made the extra effort to learn on my own and often went beyond project assignments in order to incorporate features relevant to game programming.

While in my last year of school I also worked full-time as a Software Engineer. I was part of a tight-knit team that designed and maintained an Enterprise Java web application. While continually optimizing and redesigning the existing code base, I also tackled user-interface, back-end, and hardware communication problems. I pride myself on delivering concise solutions that work the first time and utilize object oriented design principles.

If you would like to set up an interview, you can contact me at (651) 261-3141 or by email at jacob.enget@gmail.com. I appreciate your time and consideration, and I look forward to hearing from you.

Best Regards,

Jacob Enget

Enclosures: 1

professional profile

Talented recent computer science graduate with wizard-like math skills and a passion for video games. Strong software organization and design abilities combine with a proven commitment to deliver the correct software on time. Known for enthusiasm, creative problem solving, and being a quick learner. Highly values clear communication and sense of team empowerment. **See professional portfolio at www.jacobenget.com.**

education

B.S., Computer Science (2008) University of Minnesota, Twin Cities, MN.
emphasis in **Computer Graphics and Software Engineering**.

GPA: 3.78 – Graduated with Honors

B.S., Mathematics (2004) North Dakota State University, Fargo, ND.
studied abroad at the **Independent University of Moscow**, Russia, Fall 2002.

GPA: 3.74 – Graduated with Honors

technical skills

Languages: C/C++, Java, HTML, JavaScript, PHP, CSS, ActionScript, JSP, SQL, UML
Platforms: Mac OSX, UNIX – Linux, Windows XP
Networking: TCP/IP, UDP, HTTP, FTP
Compilers/Tools/APIs: OpenGL, Maya, Flash, Apache Struts, Eclipse IDE, Subversion, GNU tool chain

game development experience

AS STUDENT STUDYING COMPUTER SCIENCE

2007-2008

Designed and programmed a 3D maze creation and exploration utility in C++ using OpenGL.

- Wrote software that converted a 2D model into a 3D environment.
- Created procedures to handle texture mapping, collision detection and resolution, and 3D transformations.

Created Flash side-scrolling brawler *Stick-Figure Half-Demon Samurai*.

- Built 2D game engine in ActionScript from scratch, including tools to aid partnering artist in level creation.

Created multiplayer online text-based *Office Space: the game* as part of a team of four.

- Programmed in C; game allowed networked players to communicate and compete in *Office Space* themed activities.

professional programming experience

SOFTWARE ENGINEER, Traffic Technologies

2007-2008

Initially hired as a part-time intern, but was promoted to full-time Software Engineer after 5 months. Was part of a 4-person engineering team that designed and supported an Enterprise Java web-based traffic control system. This system monitored and controlled over 400 sensors, signs, and cameras remotely and was utilized by hundreds of DOT officials across the country.

- Redesigned the interface between the system back-end and the user front-end using object oriented principles. This reduced coupling between components which greatly increased clarity of code design and significantly aided future software projects.
- Successfully integrated a system of internationalization tools involving units and time zones into our software within 3 weeks after our company announced it was going international.
- Designed and implemented a way of organizing the hundreds of pieces of equipment so that we could easily manage, troubleshoot, and save notes on them.