Jacob Rieker

jacobrieker12@gmail.com | jacobrieker.com | github.com/jrieker

Education

University of Nebraska-Lincoln – BS in Computer Science   Expected May 2026

Experience

Self-Employed   Remote, USA
Game Developer   April 2018-Present
- Develop online video games to create engaging multiplayer experiences, generating consistent income.
- Release updates based on user feedback to enhance player satisfaction, sustaining active player bases.

Projects

Portfolio Website   [GitHub]
Frontend Web Developer   May 2025
- Designed personal portfolio in React to showcase projects, creating a polished recruiter-ready interface.
- Deployed portfolio to a custom domain using Vercel, establishing an accessible live website.

Card Games Web App   [GitHub]
Software Engineer   April 2025 - May 2025
- Contributed to Scrum meetings by planning task breakdowns, helping the team meet weekly sprint goals.
- Built Main Menu and Blackjack UI in React and connected User Account vertical to enable session-based access to game modes, resulting in clean interfaces and persistent logins across the frontend.
- Fixed critical backend issues by refactoring Blackjack engine and manager, supporting frontend logic.

Online Basketball Game   [Trailer]
Solo Developer   March 2021 - Present
- Scripted core gameplay mechanics using a modular architecture to create balanced competitive play, enabling fluid and reliable game sessions.
- Optimized database to manage player stats, progress, and currency using data structures limited to 90 MB, achieving fast load times and scalable save/load logic for thousands of daily players.
- Implemented performance-based progression systems with unlockable rewards and visible tiers to incentivize consistent play, contributing to a 21% 30-day stickiness rate and an 83% increase in 30-day retention.
- Designed in-game customization system and shop interface linking cosmetic assets to player currency, driving seamless transactions and boosting in-game sales by 46%.
- Coded ban system to respond to in-game vulnerabilities, enabling moderators to report exploits and ensure security flaws were actively patched, strengthening game stability.

Online College Football Game   [Youtube]
Solo Developer & League Commissioner   April 2018 - March 2024
- Created all gameplay systems and visual assets using Lua, including scoreboards, stadiums, and uniforms, to support 18-player live games, delivering a realistic college football experience.
- Managed professional league within the game to increase player interest by overseeing operations, stats, scheduling, and payroll, cultivating a 5,000+ member community.
- Developed custom National Championship [intros] to boost viewership, producing a broadcast with over [190,000] views and inspiring the visual standard of other online sports leagues.
- Allocated league-generated revenue to pay staff and media teams to ensure smooth operations, earning a strong reputation which attracted talent that sought structure, quality, and fair compensation.

Skills

Languages: Java, JavaScript, C#, Python, C, SQL, NoSQL, HTML, CSS, Lua
Tools & Platforms: .NET, React.js, Node.js, Git, Docker, Kubernetes, Azure, AWS