JACOB RIEKER

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EXPERIENCE

Game Developer, Self-Employed, March 2021 - Current, Remote
- Developed a full-featured online game with multiplayer, progression, and monetization systems.
- Designed front-end interfaces including menus, overlays, and interactive elements.
- Coded backend systems in Lua for player data, game logic, and server operations.
- Added animations, effects, and responsive layouts for a polished experience.
- Release updates regularly based on user feedback and analytics.
- Manage the full development cycle and generate consistent revenue independently.

Landscaper, Photogenic, Sep 2021 - May 2025, Lincoln, NE
- Operated a variety of landscaping equipment safely and efficiently.
- Collaborated with team members on large-scale landscaping projects.
- Applied pesticides and herbicides following environmental safety standards.
- Installed sod, plants, and trees to create visually appealing outdoor spaces.
- Created natural pathways and installed decorative stone features.
- Trimmed hedges, shrubs, and trees to enhance property appearance.

Dining Room Supervisor, The Legacy, Oct 2018 - Jul 2020, Lincoln, NE
- Delegated kitchen tasks and coordinated workflows to support workload.
- Used problem resolution skills to handle issues as they arose.
- Trained new employees on proper food handling, safety, and sanitation standards.
- Monitored employee performance and offered constructive feedback.
- Organized and balanced daily receipts, logs, and reports.

EDUCATION

Bachelor of Science, Computer Science   Expected May 2026
University of Nebraska - Lincoln - Lincoln, NE

TECHNICAL SKILLS

- Java
- C#
- React.js
- SQL
- HTML
- Git

- Javascript
- Azure
- Excel
- Node.js
- Lua
- Agile

SOFT SKILLS

- Problem Solver
- Communicator
- Adaptable
- Dependable

- Team Player
- Leader
- Fast Learner
- Detail-Oriented