# Jacob Rieker

[jacobrieker12@gmail.com](mailto:jacobrieker12@gmail.com) | [jacobrieker.com](https://jacobrieker.com) | [github.com/jrieker](https://github.com/jrieker)

## Education

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

## Experience

**Online Basketball Game**                                                                  [Trailer]
*Software Engineer*                                                                  March 2021 - Present

- Filled void of challenging aim-to-shoot basketball games by independently developing all systems, features, and interfaces to deliver a skill-based multiplayer basketball experience, generating consistent income.
- Scripted core gameplay mechanics using a modular architecture to create balanced competitive play, resulting in fluid and reliable game sessions.
- Responded to performance issues by optimizing database 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.
- Developed customization system and shop interface in response to limited monetization by linking cosmetic assets to player currency, driving seamless transactions and boosting in-game sales by 46%.
- Combated recurring hackers by coding ban system to respond to in-game vulnerabilities, enabling moderators to report exploits and ensure security flaws were actively patched, strengthening overall game stability.

**Online College Football Game**                                                          [Youtube]
*Software Engineer & League Commissioner*                                  April 2018 - March 2024

- Identified lack of football games offering full-team multiplayer by creating gameplay systems and visual assets using Lua 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 and yielding steady earnings.
- Addressed audience decline by developing 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.
- Supported league staff and media teams by allocating game-generated revenue to ensure smooth operations, earning a strong reputation that attracted talent seeking structure, quality, and fair compensation.

## 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 custom domain using Vercel for its seamless React support and quick setup, allowing efficient updates and easy access.

**Card Games Web App**                                                                       [GitHub]
*Software Engineer*                                                                  April 2025 - May 2025

- Built Main Menu and Blackjack UI in React and connected User Account vertical to enable session-based access to game modes, establishing clean interfaces and persistent logins across the frontend.
- Refactored Blackjack backend to fix broken game flow and implement missing turn tracking, bet handling, and round logic, leading to full frontend integration.
- Led second sprint planning after Sprint 1 task imbalance, assigning even workloads, culminating in 100% task completion and smoother team execution in Sprint 2.

## Skills

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