# Jacob T. Drake

346 Culbertson Drive                                    jacobtydrake@gmail.com

Huntsville, AL 35806                                    256-665-2830

My website: https://jacobtydrake.github.io/CSS-My-Site/

## Summary

Dedicated student majoring in Computer Science with an eagerness to learn more. Ability to work efficiently in high-stress situations. Excellent communication skills, with the ability to work independently or collaboratively, taking a proactive role to assure that task responsibilities are completed on schedule. Experienced with leading and working in groups. Possesses excellent written and presentation skills.

## Education

B.S. in Computer Science at The University of Alabama in Huntsville, Cum Laude (2018-2022)

## Software Skills

C, C++, C#, Java, Unreal Game Engine, Unity Game Engine, HMTL, CSS, Python

## Software Projects Experience

- Movie Recommendation Software (Java – Java Swing)
  - Developed the entire GUI for a movie recommendation application, integrating other group members' code into one cohesive product.
  - Implemented use of a Profile feature with Login and Logout capabilities.
  - Allowed user to search for any movie in IMDb's public database and add any movies displayed from a list to their Watched, Favorites, and Watchlist in an easy-to-use GUI.
- Women's Gymnastics Scoreboard (Java – Java Swing)
  - Designed and developed GUI for a senior design project to make a women's gymnastics scoreboard over the course of a semester.
  - Managed team's GitHub repository by merging members' separate branches and commits.
- General Proficiency in C++
  - Vast majority of Computer Science classes at the University of Alabama in Huntsville require the use of C++ for programming assignments.
  - Have made countless C++ projects concerning data structures, object-oriented programming, and parallel programming.
- Developed website for resume using HTML and CSS.

## Unity Game Engine Experience (C#)

- Rhythm Video Game
  - Designed and developed a rhythm video game using C# scripts and Unity's built-in Editor.
  - Created system responsible for spawning notes to be hit by user-input in time with the music being played.
- Unity User Manual for 2D Game Development
  - Designed a user manual for 2D game development in Unity.

- o Through the manual, the reader will be able to follow along and make the foundation of their very own video game using Unity.
- Development of First-Person Horror Game Prototype
  - o Developed prototype for a horror game using free assets from Unity Store.
  - o Vast majority of code is written from scratch including scripts for menus, inventory, opening/closing drawers/doors, enemy A.I, and its interaction with the environment.

## References

- Ben Byard – Unity Rhythm Game
  Contact: ruraljuror1000@gmail.com - 256-698-5477

- Nathaniel Branham– Movie Recommendation Software
  Contact: nathanielb185@gmail.com - 256-919-4115

- Janilou Sy – Senior Project- Women's Gymnastics Scoreboard
  Contact: jns0038@uah.edu - 256-326-9944