

# Jacob T. Drake

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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: Bachelor's Degree in Computer Science, Cum Laude

Bachelor's Degree in Computer Science at The University of Alabama in Huntsville (2018-2022)

Whitesburg Christian Academy- General Education, Huntsville, AL (2014-2018)

## 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 a semester in a team.

## Unreal Engine Experience (C++, Blueprints)

## 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.
  - 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

- Developed prototype for a horror game using free assets from Unity Store.
- 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.