**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 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.
  + 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.

**References**

* Ben Byard – Unity Rhythm Game

Contact: [ruraljuror1000@gmail.com](mailto:ruraljuror1000@gmail.com) - 256-698-5477

* Nathaniel Branham– Movie Recommendation Software

Contact: [nathanielb185@gmail.com](mailto:nathanielb185@gmail.com) - 256-919-4115

* Janilou Sy – Senior Project- Women’s Gymnastics Scoreboard

Contact: [jns0038@uah.edu](mailto:jns0038@uah.edu) - 256-326-9944