Jacob T. Drake

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My website: https://jacobtydrake.github.io/resumeWebsite/

Summary

Dedicated, self-motivated recent Computer Science graduate, eager to apply knowledge and continue development of technical skills to produce quality software products. 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. Ability to problem solve and work efficiently in high stress situations. Possesses excellent written and presentation skills.

Education

B.S. in Computer Science at The University of Alabama in Huntsville, Cum Laude, December 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

- o 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