

Jacob Drake

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<https://jacobtydrake.github.io/resumeWebsite/>

TECHNICAL SKILLS

C++, Unreal Engine, Java, C#, Unity, Git

WORK EXPERIENCE – Torch Technologies

Full-Stack Unreal Engine Software Developer

Mar 2023 - Present

Applications to view and interface with simulation data with a focus on user accessibility.

- Developed multiple applications from conception to maintenance in Unreal Engine using primarily C++.
- Implemented a wide range of front and back-end features with a focus on performance and good programming practices with automation testing.
- Followed mockups, requirements documentation, and technical specifications to create tools useful for developers and the common user.
- Supported inherited projects by addressing bug reports, implementing requested features, and upgrading projects and plugins from Unreal 4 to Unreal 5.
- Tackled difficult bugs and improved application performance by leveraging the Unreal Profiler and Visual Studio Debugger between C++ and blueprint Unreal projects.
- Served as point of contact for our most used project; responsibilities included: generating releases, maintaining documentation, tracking issues via GitLab, presenting to developers and military officials, and consistent communication with customers and fellow workers.
- Created merge requests, reviewed code, updated submodules, resolved merge conflicts with large code bases using Git source control.

GitHub Game Off 2023 Game Jam Participant

Unreal Engine 5 - <https://jacobtydrake.itch.io/buff-baby-mayhem-scale-smackdown>

Isometric, score-attack survival game with scaling difficulty.

- Developed from scratch, a video game in Unreal Engine 5 in one month for a game jam in a two-person team where art and music were imported to develop a cohesive and polished game.
- Sole programmer for character control, combat, enemy AI, powerups, animation states, and menus.

Unity Game Engine (C#)

Small projects developed for coursework.

- Created several small projects in Unity which include: a top-down shooter, rhythm game, first-person horror prototype, and a manual for 2D game development in Unity.

EDUCATION

University of Alabama in Huntsville – B.S. in Computer Science, Cum Laude

Dec 2022