

# JACOB WILSON

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## EDUCATION

**CARNEGIE MELLON UNIVERSITY**  
ENTERTAINMENT TECHNOLOGY CENTER  
MS IN ENTERTAINMENT TECHNOLOGY  
Aug 2017 - May 2019  
Project-based Curriculum  
GPA: 3.8 / 4.0

**COLORADO SCHOOL OF MINES**  
BS IN ENGINEERING PHYSICS  
Aug 2013 - Dec 2016  
Minors: Computer Science •  
Space & Planetary Science  
Dean's List  
GPA: 3.9 / 4.0

## SKILLS

### PROGRAMMING

Experienced

C# • C++ • Bash • MySQL

Familiar:

C • Lua • Swift • Python • Javascript

### TOOLS

Git • Perforce • Amazon Web Services (AWS)  
• Vim • Visual Studio

### API'S/LIBRARIES

WPF • OpenGL • Dear ImGui

### GAME ENGINES

Unity • Amazon Lumberyard • Isetta

### ACHIEVEMENTS

Faculty Distinguished Graduate  
Eagle Scout - Boy Scouts  
SIGGRAPH Student Volunteer 2018

### PERSONAL PROJECTS

Unity QuickFind Tool

Personal Project

Feb 2019 - Present

Galactic Commander AR

Partner Project

May 2018 - Present

Unity Neon Challenge

Team Animation Competition

Dec 2017 - Jan 2018

TenBukTu Mobile Game

One-Week Published Project

Jul 2017

## EXPERIENCE

### TONK TONK GAMES | JUNIOR TECHNICAL ARTIST

Jan 2019 - Present | Austin, TX

- Revamped asset pipeline to be more streamlined and less error-prone
- Developed cinematic tool for animator to develop and iterate trailers
- Initiated automated testing for testing single and multiplayer game modes

### APPLE | SOFTWARE ENGINEER INTERN

May 2018 - Aug 2018 | Cupertino, CA

- AR/VR software prototyping
- Developed demo in collaboration with team to present to leadership
- Extended features and fixed bugs with internal-production codebase

### THE ALICE PROJECT | STUDENT DEVELOPER

Jan 2018 - May 2018 | Pittsburgh, PA

- Developed a Unity application to import Alice type projects at runtime (code, meshes, etc) to act as a game executable
- Ported Java based virtual machine into a C# virtual machine with unit testing

### WOODRIDGE SOFTWARE | FULL STACK DEVELOPER

Jan 2017 - Aug 2017 | Wheat Ridge, CO

- Leveraged AWS services to create servers and performed system admin role (Laravel/AngularJS/JQuery)
- Designed and implemented MySQL databases for finance, education, and personal business companies

## ACADEMIC PROJECTS

### ISETTA ENGINE | GAME ENGINE DEVELOPMENT

Fall 2018 | Semester-Long Pitch Project

- Developed game engine in C++ for twin-stick shooter genre
- Designed engine architecture and documented decisions
- Held a game jam using engine to test usability (and bugs)

### AMAZON LUMBERYARD | PROJECT WORKBENCH

Spring 2018 | Semester-Long Team Project

- Developed core gameplay for game in Amazon's Lumberyard engine with Twitch integration
- Worked with artists on importing assets and translating LY error messages
- Created documentation about Lumberyard game engine features including bugs

### BUILDING VIRTUAL WORLDS

Fall 2017 | Rapid Team Prototyping

- 5 2-week rounds with changing multi-disciplinary teams
- Rapid iterations on non-traditional inputs using faculty and peer feedback
- Platforms: Microsoft HoloLens, HTC Vive (Trackers), Makey Makey