

JACOB K. WILSON

SOFTWARE ENGINEER



EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER

Master of Entertainment Technology

Aug 2017 - May 2019

COLORADO SCHOOL OF MINES

Bachelors of Science, Engineering Physics (GPA: 3.9)

Aug 2013 - Dec 2016

Minors: Computer Science and Space & Planetary Science



EXPERIENCE

THE ALICE PROJECT

Developer

Pittsburgh, PA — Jan 2017 - Present

- Developing a Unity player application for Alice scenes to be platform agnostic
- Porting the current Java based virtual machine into C# virtual machine

WOODRIDGE SOFTWARE

Full Stack Developer

Wheat Ridge, CO — Jan 2017 - Aug 2017

LOCKHEED MARTIN SPACE SYSTEMS

RF & Photonic Antenna Intern

Sunnyvale, CA — Summer 2016



ACADEMIC PROJECTS

AMAZON LUMBERYARD – PROJECT WORKBENCH

Semester-Long Team Project

Spring 2018 [In Progress]

- Developing a game on Amazon's Lumberyard engine with Twitch integration
- Creating documentation about the engine and a Unity developer's perspective
- Communicating with 6 team members in agile development framework

BUILDING VIRTUAL WORLDS

Rapid Team Prototyping

Fall 2017

- 5 2-week rounds with 5 members, focused on teamwork and communication
- Rapid iterations on non-traditional inputs based on instructor and peer feedback
- Platforms: Microsoft HoloLens, HTC Vive (Trackers), Makey Makey

OPENGL SOLAR SYSTEM

Team Project

Fall 2016

- Programmed a real-time visualization of the solar system and its interactions
- Vertex and fragment shaders used to enhance the solar system's detail



PERSONAL PROJECTS

UNITY NEON CHALLENGE

Team Environment Challenge – Systems Programmer

Dec 2017 – Jan 2018

- Worked remotely with 6 others to develop video focused on environment
- Developed editor tools and components for artists to work more efficiently

TENBUKTU MOBILE GAME

One-Week Partner Project

Jul 2017

- Programmed and published arcade style Android game

CONTACT

www.jacwilso.com

jacwilso0@gmail.com

github.com/jacwilso

linkedin.com/in/jacwilso

(339) 793 - 1242

PROFESSIONAL SKILLS

C/C++

Exp: 2.5 yrs, Roomba project

C# (Unity)

Exp: Coursework, TenBukTu

BASH

Exp: Linux Computer

Lua

Exp: Amazon Project

PHP

Exp: Woodridge Software

JAVASCRIPT

Exp: Woodridge Software

MYSQL

Exp: Woodridge Software

HTML/CSS

Exp: Woodridge Software

PYTHON

Exp: Roomba project

ADDITIONAL SKILLS

Engines

Unity, Lumberyard

Graphics

OpenGL, ShaderToy

Tools:

Git, Perforce, Apache, Amazon Web Services (AWS), Vim, Visual Studio

Operating Systems:

Linux (Ubuntu/XFCE/Arch)

Relevant Courses:

Computer Graphics (x2), Algorithms, AI, Computer Simulation

Achievements:

Faculty Distinguished Graduate
Eagle Scout

Game Jams/Competitions

Global Game Jam 2018

Unity Neon Challenge 2018

DreamHack Jam 2017

Interests:

Computer Graphics

Game Engine Architecture

Board Games