

Jake Bunting

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EXPERIENCE

Ski Patrol (Seasonal), *Mt Seymour Resorts, North Vancouver*

Oct 2024 – April 2025

- Provide first aid to guests and employees at Mt Seymour Ski Resort.
- First-on-scene to over 40 medical incidents.
- Mentor volunteer patrollers, leading first aid training simulations.

Web Programmer, *NCR Corp, Remote*

July 2023 – Feb 2024

- NCR is a fortune 500 company focused on financial technology and SaaS.
- React developer for a web and mobile banking application used by top US financial institutions.
- Optimized legacy code, enhancing user experience and improving load times by 30%.
- Identified and resolved existing bugs, implemented new features, created unit tests with Jest, mentored interns.
- Implemented features with React Native for both Android and IOS devices.

Software Developer Intern, *NCR Corp, Waterloo*

May 2021 – Sept 2022

- Developed microservice APIs with Java for internal banking solutions using Spring Boot, Docker, and GCP.
- Aided in developing over 10 microservices used in the back end of CIBC's smart locker system.
- Transitioned to a front-end role developing a banking application for web and mobile using React.

PROJECTS

Undead Defense (Capstone) - Unity, C#

April 2025

- Developed Undead Defense a 3D base defense game built in Unity for the CircuitStream Bootcamp Capstone
- Developed enemy AI that could detect and destroy destructible barricades, AI calculated the most efficient path to the player.
- Created a barricade system and placement system.

C++ Game, Cosmic Conquest - C++, SDL

Feb 2025

- Developed Cosmic Conquest, a 2D spaceship shooter in C++ using SDL, where the player must destroy alien ships and get a highscore.
- Implemented SOLID principles and design patterns (Singleton for the engine, Factory Method used for screens and UI buttons, Observer for button events) to create a scalable and maintainable codebase.
- Designed and integrated core gameplay systems, including collision detection, game physics, and UI interactions, ensuring smooth and dynamic gameplay.

EDUCATION

Game Development Bootcamp, *Circuit Stream, Online*

Sept 2024 – April 2025

- An intensive 30-week 600-hour course focused on game development in Unity through a project-based approach. Created 3 standalone games and will graduate with a Unity Associate Programmer Certificate.

Bachelor of Science, Specialization in Computer Science

Western University, London ON

Sept 2019 – April 2023

- Dean's Honour List, 3.7 GPA
- Received Western Scholarship of Distinction

SKILLS

C#, C/C++, Javascript, Typescript, React, Jest, Python, SQL, Git, Agile Development, SOLID principles, Unity, Unreal Engine, CI/CD.