Jacob Burnworth

jlburnworth@gmail.com
jburnwor.github.io/

Education
BS in Computer Science: Computer Game Design   June 2019
University of California, Santa Cruz, GPA 3.5

Relevant Coursework
Game Systems, Game Design Experience, Game Design Studio 1, Intro to Algorithm Analysis, Web Applications, Intro to Computer Graphics

Relevant Projects
FunNums   Sept. 28 - Dec. 8, 2017
- Created app with 4 other people in Intro to Software Engineering class
- Developed mini games for arithmetic, fractions, and inequalities
- Designed 2 mini games, created art using Adobe Illustrator, and also helped program where needed such as creating the timer for each mini game using Java in Android Studio

Tic-Tac-Toe Masters   Jan. 8 - Mar. 16, 2018
- Built a web app with 4 other people in Web Applications class
- Made a website where users can play Tic-Tac-Toe, 3D Tic-Tac-Toe, Order and Chaos, and Ultimate Tic-Tac-Toe
- Integrated a Firebase database, created challenges that are tracked and stored on the database, and set up a game board theme using Javascript, HTML5, CSS

rLDQ (Real Life Done Quick)   Apr. 2 - June 8, 2018
- Created a web based game with 2 other people in Game Development Experience class
- Designed and developed an endless game about the exhaustion of repetition and everyday life using minigames about daily tasks like brushing teeth, pouring coffee, or setting an alarm clock
- Refined initial ideas using paper prototyping
- Showcased the game at UC Santa Cruz's Sammy Showcase
- Implemented the brushing teeth, walking to work, and washing dishes mini games as well as the menu and scoring using Javascript, HTML5, and CSS in the Phaser framework

Skills
- Proficient in Java, Javascript and C#. Intermediate in C/C++
- Group and teamwork skills