Jacob Burnworth

jlburnworth@gmail.com
jacobburnworth.com

Education
BS in Computer Science: Computer Game Design   June 2019
University of California, Santa Cruz, Graduated with honors, GPA 3.51

Relevant Coursework
Game Systems, Game Design Experience, Game Design Studio, Intro to Algorithm Analysis, Web Applications, Intro to Computer Graphics, Game Technologies (Unity)

Relevant Projects
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, CSS, and the Phaser framework

House of Styx   Jan. 4 - June 7, 2019
- Created a violent, dark surrealist, action game in Unity with a team of 13 people
- Collaborated with the team to design and develop gameplay aspects like player combat, enemies, and particles
- Implemented the enemy AI using a finite state machine to create 2 enemy types and a boss

Skills
- Programming/Languages: Java, C#, Javascript, C/C++, PostgreSQL, GLSL
- Knowledge of common algorithms, data structures and patterns
- Strong understanding of Object Oriented Programming
- Excellent small group and teamwork skills