

JOSH JACOBY

SOFTWARE ENGINEER — WOODLAND HILLS, CA

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EXPERIENCE

DEVELOPMENT INTERN: PayClub (Encino, CA), July 2017 – September 2017

- Developed a mobile application for a fin-tech startup using ReactJS
- Responsible for implementing designs into screens for the app, focusing intently on User Experience using fundamentals of Interaction Design
- Collaborated with other team members to create new and innovative ideas to enhance the existing product

INSTRUCTOR: iD Tech Camps (Irvine, CA), June 2016 - August 2016

- Worked with up to eight students per class, teaching topics within STEM fields
 - Taught Mobile Game Design for iPhone and Android, using my own experience along with course curriculum to teach kids the importance of quality game design
 - By the end of each week-long session, students were able to use the skills they learned to create their own project
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PROJECTS

AI/MACHINE LEARNING: Senior Design Project Course, Sept. 2017 – March 2018

- Six-month project working with a sponsor to design, build, and test a product of their choice
- iOS app with a chat style interface that asks questions and poses job interview like scenarios for users to practice their soft skills
- Collected data and fed into a Python decision tree algorithm in order to guide users to the correct way of answering questions

UNITY2D GAME: Game Development Project Course, 2017

- One-month project to create a game with a unique style and concept
- Building upon the classic top down shooter, instead using a ricochet mechanic for the bullets, which can kill both enemies as well as the player
- Responsible for implementing and testing majority of game mechanics throughout the project

MOBILE GAME: Independent project, 2016

- Using Unity2D/C#, designed and programmed everything individually with the help of free-to-use sound and art from online
- Tested game with friends and family to figure out which features worked and which didn't
- Received over 4000 downloads with an average of 5 stars on iOS and 4.9 on Android

UNITY3D GAME: Game Jam, 2015

- Developed a 3D maze game in Unity3D/C# over the course of 48 hours
 - Worked as a programmer on a team of five developers
 - Overcame challenge of balancing scope within a short time period in order to have a completed game at the end of the event
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SKILLS

LANGUAGES: Java (expert), JavaScript (proficient), HTML/CSS (proficient), C/C++ (proficient), Python (proficient), PHP (prior experience), MySQL (prior experience)

TOOLS: Unity, Unreal, Wwise, Visual Studio, Git, React

EDUCATION

B.S. SOFTWARE ENGINEERING: University of California, Irvine, March 2018