

# JOSH JACOBY

## SOFTWARE ENGINEER

(818) 522-6182 — [joshuadjacoby@gmail.com](mailto:joshuadjacoby@gmail.com) — [linkedin.com/in/joshuadjacoby](https://www.linkedin.com/in/joshuadjacoby) — [joshuadjacoby.com](https://joshuadjacoby.com)

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### SKILLS

**LANGUAGES:** Java, JavaScript, HTML, CSS, C/C++, Python, C#, PHP, MySQL

**TOOLS:** Bootstrap, jQuery, React, Visual Studio, Git, JIRA, Unity

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### EXPERIENCE

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

- Developed a mobile application for a fin-tech startup using React
- 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 eight students per class, teaching topics within STEM fields
  - Taught Mobile Game Design for iPhone and Android, using my own experience with course curriculum to teach 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:** WALT, September 2017 – March 2018

- Six-month project working with a sponsor to design, build and test an iOS app with a chat style interface that asks questions and poses job interview like scenarios for users to practice their soft skills
- App collected data and fed into a Python decision tree algorithm in order to guide users to the correct way of answering questions
- Worked on the Front-End team, building the interface, storyboarding, creating scenarios and writing personas

**UNITY2D GAME:** Rick O'Shea, November 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:** Look Out!, August 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 determine what required troubleshooting and debugging
- Received over 4000 downloads with an average of 5 stars on iOS and 4.9 on Android

**UNITY3D GAME:** Just Run, April 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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### EDUCATION

**B.S. SOFTWARE ENGINEERING:** University of California, Irvine