JOSHUA JACOBY

SOFTWARE ENGINEER — COSTA MESA, CA

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EDUCATION

B.S. SOFTWARE ENGINEERING: University of California, Irvine, 2013-2018

EXPERIENCE

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

- Developed a mobile application for a fintech 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 weeklong session, students were able to use the skills they learned to create their own project

PROJECTS

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
- Worked to create a control system that would be intuitive to use
  - Tested game with friends and colleagues to figure out which system was the best
- Received over 4000 downloads with an average of 5 stars on iOS and 4.9 on Android

WEB GAME: Multiplayer Game Project Course, 2016

- Created a two-player Snake game playable via two clients communicating with a server over a network
- Client written in JavaScript and HTML/CSS with server written in C++
- Used networking principles learned from class in order to implement artificial latency and mitigate it

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

UNITY2D GAME: Autism App Jam, 2015

- Two-week project to create a game to assist children with Autism
- Developed a face to emotion matching game to help kids learn to detect emotions from different facial expressions
- Responsible for implementing and testing majority of game mechanics throughout the project

SKILLS

PROGRAMMING LANGUAGES: C/C++, Java, C#, Python, HTML/CSS, PHP, MYSQL

SOFTWARE: Unity, Unreal, Wwise, Visual Studio, Git, ReactJS