JOSH JACOBY
SOFTWARE ENGINEER — WOODLAND HILLS, CA

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EDUCATION

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

EXPERIENCE

DEVELOPMENT INTERN: PayClub (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

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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

UNITY2D GAME: Game Development Project Course, 2017

- Two-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

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

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