

# JOSH JACOBY

SOFTWARE ENGINEER — WOODLAND HILLS, CA

(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)

---

## 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
- 

## PROJECTS

**AI/MACHINE LEARNING:** Senior Design Project Course, Fall 2017 – Winter 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
- 

## SKILLS

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

**SOFTWARE:** Unity, Unreal, Wwise, Visual Studio, Git, React.js

---

## EDUCATION

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