

## Jacob Pine

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Availability: May-August 2023

## Education

**Northeastern University**, Khoury College of Computer Science

Fall 2019 - Present

*Candidate for Bachelor of Science in Computer Science and Game Development, May 2024*

Dean's Scholarship, GPA: 3.97/4.0

## Coursework

Game Studio

Object Oriented Design

Programming in C++

Game Development

Algorithms

Web Development

Level Design and Game Architecture

Networks & Distributed Systems

Computer Systems

## Languages, Frameworks, and Tools

**Languages:**

C#, C++, JavaScript, TypeScript

**Frameworks/Engines:**

Unity, NodeJS

**Tools:**

GIT, PlasticSCM, Rider, Jira, Blender

## Projects

**Digital Art Jams:** Web Development

Fall 2021

- Designed and developed a website with React for digital artists to participate in scheduled art jams.
- Developed REST-ful API with NodeJS and MongoDB.

**ExCELLence Animator:** Software Development

Summer 2021

- Developed an SVG animation builder in C++ that reads in a text file and compiles it into an SVG file.
- Designed data structures for the model of the program within the MVC design pattern.
- Unit tested animation builder with CXX-Test.

**Antithesis:** Game Design

Fall 2020

- Developed and released a multiplayer VR horror game as a team project for Game Studio class.
- Created mood board to guide the theme, drew concept art, modelled and textured items and monsters.
- Compiled assets into Unity Packages for easy use by the development team.

## Experience

**MassDigi, Worcester, MA**

Summer 2022 - Present

**Game Development Intern - Lead Programmer:**

- Designed and implemented major game systems
- Split up stories into small tasks to share amongst the programmers
- Collaborated with Artists and Designers
- Maintained and debugged an expanding codebase
- Led code reviews to increase code clarity and update documentation

**Beacon Interactive Systems, Waltham, MA**

Summer 2020

**Angular Development Intern:**

- Worked on a team of five developers to upgrade AngularJS web application to Angular 7.
- Styled application with Bootstrap 4. Developed backend API with .Net (dotNet).

**Concord Academy, Concord, MA**

Fall 2018 - Spring 2019

**Computer Science Teaching Assistant:**

- Designed Game Development course curriculum. Planned lessons and taught classes.
- Assisted students with advanced materials outside of class.