Jacob Pine

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978-505-4835 | Boston MA, USA
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:	**Frameworks/Engines:**	**Tools:**
C#, C++, JavaScript, TypeScript	Unity, NodeJS	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.