


Jacob Tepperman

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Summary

I am a software engineer and a fast learner, interested in working on web-development, mobile applications, video games, and other software projects that push me to apply a problem-solving mindset.

My personal website is:

<https://www.jacobtepperman.com/>

Experience



Engineering Intern

Raccoon Logic

May 2023 - Present (4 months)

- Learned Unreal Engine using C++ and Unreal Editor
- Fixed gameplay bugs, and added features to existing components
- Created automated testing system with an online dashboard



Founder and Full-Stack Web Developer

Larry Birdle

Mar 2022 - Present (1 year 6 months)

- Designed and created entire website in 1 day
- Branched company out into multiple sports and styles of play
- Started a GoFundMe fundraiser to help with initial crowdsourcing, raising almost 200% of the starting goal in the first 24 hours
- Leveraged partnerships with sports and advertising companies to boost revenue and traffic
- Achieved passive income with over 30k daily viewers



Game Developer Intern

Oooh

May 2022 - Oct 2022 (6 months)

- Worked for 12-week internship as well as an additional 7-week extension period
- Lead programming of a new HTML 5 module for the live Oooh application
- Worked with UI/UX designers and producers to plan and implement iterations
- Created a custom in-app design interface for users to utilize through multiple modules
- Wrote responsive code to work on all supported platforms and devices



Founder and Full-Stack iOS Developer

Splitlit

May 2021 - Apr 2022 (1 year)

- Designed and developed entire iOS app using SwiftUI and Firebase
- 20+ downloads across 4 regions in the first 30 days

- Over 20 updates added including new features, fixes, and designs



Front-end Developer

Alexander Academy

Jul 2021 - Jan 2022 (7 months)

- Collaborated with multiple designers to create a modern and user-friendly website
- Built a website from Figma designs using Webflow, as well as HTML/CSS/JS
- Constantly iterated designs to fit owner's requests and ideas



Full-stack Developer

Defiant Regime

Jul 2021 - Sep 2021 (3 months)

- Worked with owners to plan a merchandise drop on a new website
- Initialized integration with Shopify
- Built count down page for users to sign up for newsletter and prepare for drops

Education



Queen's University

Bachelor of Applied Science - BASc, Engineering

2020 - 2024



Forest Hill Collegiate Institute

2016 - 2020

Skills

Unreal Engine • React.js • Object-Oriented Programming (OOP) • Git • HTML • Communication • Problem Solving • C++ • Python • JavaScript