John Wilson Cheek   jwcheek03@gmail.com

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Education

B.S. Computer Science: Game Development Concentration | North Carolina State University, Raleigh, NC   **May 2026**
Minor in Creative Writing | University Honors Program | Dean's List All Semesters   **GPA: 3.9/4.0**
Summer Study Abroad | University of Oxford, Oxford, UK   **Jun 2024 – Jul 2024**

Relevant Coursework: Game Engine Foundations, Computer Graphics, Introduction to Artificial Intelligence, Applied Differential Equations, Communication for Engineering and Technology, Operating Systems, Linear Algebra

Skills

Languages: Java, C, C++, C#, Python, HTML/CSS, Prolog, Unreal Engine Blueprints, R
Game Engines: Unreal Engine, Godot, GameMaker, Twine
Tools: Eclipse, GIT, Perforce, Jenkins, Maven, Adobe Suite, Office Suite, Blender

Project Experience

Project Wynter | Open World RPG created in Unreal Engine 5.6 using Blueprints and C++
- Implemented core mechanics with C++ and integrated Blueprint Scripting for UI elements
- Designed and greyboxed a large open world using UE 5.6 landscape, foliage, and modeling tools
- Adapted one of my short stories into a interactive gameplay narrative with a focus on environmental storytelling

The Broken Kingdom | Top-down RPG created with GDScript and C# with Godot Engine
- Programmed two core mechanics and seven ancillary mechanics using a combination of C# and GD Script
- Collaborated with a four-person team to identify target aesthetics and experiences, and design game mechanics
- Conceptualized the game's narrative and wrote over 100 lines of story related non player character dialogue

Artificial Intelligence Problem Solving | Java and Prolog solutions to simple AI challenges
- Programmed an agent in Java to play connect four using the Minimax Algorithm with Alpha-Beta pruning
- Implemented enhanced A* pathfinding in Java to enable an agent to navigate a puzzle environment
- Designed and implemented a query-based movie recommendation algorithm in Prolog

Work Experience

Event Operations Technician | North Carolina State University Theatre | Raleigh, NC   Sep 2022 – Present
- Designed lighting scenes for student organizations, local companies, and touring shows in a 700-seat venue
- Facilitated communication between board operators and 5-20 performers/show crews to ensure successful events
- Maintained, organized, and repaired over 500 specialized lighting and sound instruments

Stage Manager | North Carolina State University Theatre | Raleigh, NC   Sep 2024 – Jun 2025
- Served as the central point of contact between the director, show designers, and over 20 company members
- Managed scheduling, cue timing, and rehearsal documentation during 370 cumulative hours of production
- Adapted to real-time changes and issues during live performances and instructed crew members how to respond

Research Assistant | North Carolina State University | Raleigh, NC   Nov 2024 – Feb 2025
- Collaborated with a small team of six to identify necessary skills for aspiring Software Product Managers
- Gathered and analyzed research survey results from 122 industry professionals at over 24 companies
- Categorized data points into 21 key competencies and 10 factors that describe strong Product Managers

Campus Involvement

Outreach Committee Member | Alpha Psi Omega– Psi Kappa Cast | Raleigh, NC   Feb 2025 – Present
- Organize monthly activities to reach out to prospective members and raise funds for the organization
- Assisted in running outreach and fundraising events for a total of 30 cumulative volunteer hours

Certifications

Epic Games: Game Design Professional Certificate   Aug 2025
CITI Program: Human Subject Research   Nov 2024 – Nov 2027