

Jacob Wood

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OBJECTIVE:

Seeking an entry-level game programming role to utilize my programming and game design knowledge.

EDUCATION:

Stevens Institute of Technology, Hoboken, NJ

May 2023

Bachelor of Science in Computer Science, Minor in Visual Arts and Technology

GPA: 3.90 **Awards:** Edwin A. Stevens Scholarship, Presidential Scholarship

Relevant Coursework: Game Design I-III, Data Structures, Discrete Structures, Algorithms, Automata and Computation, Intermediate Statistics, Systems Programming, Software Development Process, 3D Modeling, Web Programming

SKILLS:

Languages: C#, JavaScript, JSX, CSS, Python, Java, C++, C, SQL

Software: Unity, Unreal Engine, Cinema4D, Bitsy, Github, Airtable, Visual Studio, Slack, MySQL, MongoDB, Node.js

Frameworks: Django, GatsbyJS, React, ExpressJS

PROJECT:

Senior Game Design Project: Orbit

January 2023 - Present

- Created a 3D game using **Unity**, centered around navigating space to retrieve objects and solve puzzles.
- Wrote **C#** scripts for player health and propulsion, as well as hazards, puzzle elements, and text progression.
- Designed ten unique levels with steadily increasing complexity and a connecting narrative.
- Created 3D assets and a trailer in **Cinema4D**.

WORK EXPERIENCE:

Clearbridge Investments, New York, NY

June 2022 - August 2022

Technology Intern

- Developed an Outlook add-in to accelerate the creation and distribution of analyst research notes using **Node.js**, **Express.js**, **AJAX**, and **Microsoft SQL Server** to obtain stock information, store research and generate email content. This increased productivity by enabling analysts to write and send their notes in one application.
- Led the tech stock analysis for the intern dividend portfolio project that was presented to senior investment team members.
- Exercised **agile** workflow practices as part of a team of developers to ensure consistent communication within the team.

Citrin Cooperman, New York, NY (Remote)

June 2021 - August 2021

IT Intern

- Built and analyzed an internal web site to automate business intelligence functions utilizing **Django** views and **SQL** stored procedures. This enabled the team to offload repetitive tasks and focus on analytics and strategy.
- Coded an error checking system by querying and comparing numerical values using **Django** and **SQL** for Citrin Cooperman's internal tax filing website to solve for misinputs and calculation errors. This prevented costly or time-consuming accounting errors and reduced the need to refile tax documents.

Lubetzky Family Foundation (LFF), New York, NY (Remote)

June 2020 - December 2020

Software Engineer Intern

- Created new webpages for several of LFF's subsidiaries in **Expression Engine**, **React**, and **GatsbyJS**
- Revamped the Peaceworks Foundation website onto a **GatsbyJS** framework and connected it to LFF's API portal.
- Automated requester and donation matching by writing and maintaining an **Airtable** script in JavaScript for LFF's Frontline Impact Project. This reduced time spent on logistics, freeing managers to focus on higher level issues.

ACTIVITIES AND INTERESTS:

Society of Asian Scientists and Engineers, Stevens Game Design Club, Art Installations Club, Filipino Association of Stevens Tech, Stevens Computer Science Club. Interests include visual art, game development, and cooking.