

Jacob Yoon

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EDUCATION

Rochester Institute of Technology

BS in Computer Science

- Cumulative GPA: 3.95

Rochester, NY

Expected Graduation: May 2026

Ithaca High School

- GPA: 4.02

Ithaca, NY

Graduated 2021

WORK EXPERIENCE

Reporter Magazine

Designer

Rochester, NY

November 2021 - Present

- Designs article layouts and graphics as assigned by the Art Director and Online Art Manager using relevant story information from the writer and section editors.
- Collaborates with teams of writers, illustrators, and photographers to create cohesive designs.
- Uses Adobe InDesign, Illustrator, and Photoshop to produce.
- Attends weekly meetings to contribute story ideas and critique print issues.

INVOLVEMENT

RIT Fabrick

Co-President

Rochester, NY

September 2021 - Present

- Cofounded a club at RIT to create a community for bringing together RIT's fashion-minded people.
- Utilized social media platforms and communication hubs such as Instagram, Discord, and Twitter to recruit over 200 members in one semester.
- Assembled an executive board of five members, and led the planning and execution of a successful Halloween-themed fashion event.
- Organized weekly outfit contests on our social media platform, which led to a growth in membership by over 300% in four weeks.
- Designed, developed, and released a website to gain a web presence and to provide a central location for information about the club.

Technology Student Association

High School Chapter President

Ithaca, NY

September 2020 - June 2021

- Worked closely with officer team and advisors to plan weekly meetings and coordinate fundraising campaigns.
- Provided guidance, mentorship, and assistance to 20 club members in preparation for the 2021 National TSA Conference.
- Ran club meetings through Google Meet.
- Led four event teams, eventually winning fifth place in the "Technology Bowl" event and tenth place in the "Webmaster" event on the national level.

PROJECTS

WISE Independent Project

February 2021 - June 2021

- Developed two independent video games using the Unity 3D game engine over one semester.
- Researched interactive story writing, C# programming, advanced 3D modeling and animation, and project organization techniques.
- Used Adobe Illustrator and After Effects to create 2D game assets, and Blender to develop optimized and detailed 3D models, scenes, and animations.
- Studied game music composition and created scores for both games using Ableton Live.
- Explored graphics shaders to write custom post-processing effects, and learned GPU computing to develop efficient procedural terrain generation systems.

Website Development

June 2016 - June 2021

- Pursued website development as a hobby, created over 30 sites for personal projects and local clients.

SKILLS

Technical Skills: HTML/CSS, JavaScript, React, Node.js, jQuery, Python, JAVA, C#, C, Git, HLSL

Industry Knowledge: Front-end Development, Web Development, Graphic Design, Layout Design, Game Development