Olivia Jacques-Baker

GAME PROGRAMMER

(407) 730-1975
oliviajacquesbaker88@gmail.com
https://oliviajacquesbaker.github.io

SKILLS

Languages — C++, C#, Java, UE4/5 Blueprints

Software — Unreal Engine 4, Unreal Engine 5, Unity, Perforce, Git

EXPERIENCE   Portfolio at https://oliviajacquesbaker.github.io

Get in the Box Studios — Game Programmer

Jan 2023 - PRESENT

- *Project Phoenix,* a deck building rogue-like shipping July 2023.
- Responsible for a fully modular card ability system, an elemental status system, and some base enemy AI behavior.

School of Teacher Education at UCF — Game Programmer

Jan 2023 - PRESENT

- *Triangle Puzzle,* a puzzle game available online since April 2023.
- Responsible for preventing object overlap without enforcing snapping, a hint system accounting for synonymous solutions, and a tracking and report feature.

American Express — Analyst and Automation Intern

Jun 2021 - Aug 2021

- Worked devops for the Network Secure Access Team.
- Responsible for creating web-accessible tools to manage the team's processes and data.

Starfish — Software Engineer Intern

Feb 2021 - May 2021

- Worked on app development for the pre-Starfish company (IDA).
- Responsible for web scraping tools and data organization.

EDUCATION

University of Central Florida — MS in Interactive Entertainment

Graduating 2023 (Projected), Game Programming Track at FIEA

University of Florida — BS in Digital Arts and Sciences

Graduated 2022, 4.0 GPA