

# Olivia Jacques-Baker

GAME PROGRAMMER

(407) 730-1975

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<https://oliviajacquesbaker.github.io>

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## 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.

### **IDA** — *Software Engineer Intern*

Feb 2021 - May 2021

- Worked on app development for the startup's launch.
- 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