Olivia Jacques-Baker

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GAME PROGRAMMER

A long, thin rectangle to divide sections of the documentA long, thin rectangle to divide sections of the documentSKILLS

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

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

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

# EXPERIENCE

## 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