

Jacob Liddle

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<https://wocomtosh.github.io/>

Skills

- **Programming Languages:** C++, C#, Python, Javascript, Java, SQL
- **Game Engines:** Unreal Engine, Unity
- **Other Software:** Jira, Github, Perforce

Projects

[Deep Sea Defender](#) - Top-down arcade shooter

Nov 2023 - Dec 2023

Unreal Engine | AI/Gameplay Engineer | Team size: 9 | Development time: 4 weeks

- Created enemy AI that can select random actions or be controlled by an associated Twitch chat
- Collaborated with other engineers to implement Twitch integration and other features
- Designed blueprints to allow artists and other team members to easily add their work

[Liminus: The Silent Guard](#) - Third-person Action

Aug 2021 - Apr 2021

Unreal Engine | Gameplay Engineer | Team size: ~60 | Development time: 12 months

- Prototyped and implemented gameplay elements in Unreal Engine using a combination of blueprints and C++
- Developed enemy AI and several player-enemy interactions
- Worked with artists to implement UI elements

[Show Yourself](#) - First-person VR

Sep 2023 - Oct 2023

Unity | Engineer | Team size: 5 | Development time: 4 weeks

- Implemented a system in which player actions cause changes in other parts of the world
- Developed player-object interactions to allow for more player choice

Work Experience

Software Engineer at Cvent

Jun 2022 - Aug 2023

- Collaborated with managers, senior engineers, and teammates in daily scrum meetings
- Created new back-end and front-end functionality, fulfilling various requirements given by project managers
- Worked with product designers and localization teams to implement various features

Education

University of Utah: Master's of Entertainment Arts Engineering (Engineering track)

Aug 2023 - May 2025

- Relevant Coursework: C++ Game Programming, AI for Games, Rapid Prototyping, Game Design, Game Studio

Brigham Young University: Bachelor's of Computer Science

Aug 2016 - Apr 2022

- Relevant Coursework: Video Game Production, Computer Graphics, Artificial Intelligence, Systems Programming, Software Design, Algorithm Design and Analysis, Advanced Algorithms and Problem Solving
- BYU Center for Animation monetary award for Consistent Work and Positive Attitude
- Dean's List in the College of Physical and Mathematical Sciences