

Jacob Liddle

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

Relevant Experience

Software Engineer

Draper, UT

Cvent

Jun 2022 - Aug 2023

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

Game Development

Provo, UT

Brigham Young University Animation program - Shepherds

Aug 2021 - Apr 2021

- Prototyped gameplay elements in Unreal Engine using a combination of blueprints and C++
- Implemented UI elements designed by the art team
- Developed wolf AI and several player-wolf interactions
- Advised directors on managing feature creep by maintaining a focus on the core of the game

Teaching Assistant

Provo, UT

Brigham Young University - Intro to Graphics and Image Processing

Jan 2021 - Apr 2021

- Helped classes of 35-75 students complete projects, focused on debugging code and comprehension of topics
- Taught students about image filtering and manipulation, rendering pipelines, and lighting models

Skills/Accomplishments

- **Proficient:** C++, Python, Javascript, Java
- **Moderate:** Unity, Unreal Engine, C#, SQL

Education

Master's of Entertainment Arts Engineering

Salt Lake City, UT

University of Utah

Aug 2023 - May 2025

- Studied C++ for game development for the purpose of developing a game engine
- Developed games in a variety of genres with different design constraints
- Practiced game design by developing and playtesting various games and prototypes

Computer Science

Provo, UT

Brigham Young University

Aug 2016 - Apr 2022

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