Jacob Liddle

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https://wockomtosh.github.io/

Skills

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

Projects

Back Off Me Booty - Cooperative alt-controller seesaw shooter   Jan 2024 - Apr 2024

Unreal Engine | Controller/Systems Engineer | Team size: 16 | Development time: 4 months

- Programmed an Arduino to read data from a seesaw and processed that data in Unreal Engine
- Developed a system to coordinate the different parts of the game and progress through levels
- Implemented environment behaviors and progression

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 designers to easily implement their work

Liminus: The Silent Guard - Third-person action   Aug 2021 - Apr 2022

Unreal Engine | Gameplay Engineer | Team size: ~30 | Development time: 9 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

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: Game Engineering, AI for Games, Game Studio, Rapid Prototyping, Game Design

Brigham Young University: Bachelor's of Computer Science   Aug 2016 - Apr 2022

- Relevant Coursework: Computer Graphics, Linear Algebra, 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