JACOB **AUDICK**

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Summary

Junior programmer with a passion for solving hard technical and creative problems. Previous work experience as a software engineer and TA. Created multiple game projects as a programming lead.

EXPERIENCE

2020 – 2021

SOFTWARE ENGINEER INTERN, CACI

- Performed as a software intern for a project creating an artificial intelligence with the commonsense reasoning capabilities of an 18 month-year-old infant.
- Developed original functionalities and interaction behaviors for a virtual artificial intelligence agent inside of the Unity 3D game engine.
- Modified existing Unity AI2Thor source code to improve environment, game object, and agent behavior reliability.
- Added features to a front-end React.js User Interface

SPRING 2021

DATA STRUCTURES TEACHERS' ASSISTANT, GEORGE MASON UNIVERSITY

- Assisted students daily by explaining high-level data structures concepts such as recursive search trees, binary heaps, and linked lists.
- Answered student questions and reviewed their code to provide feedback on assignments.

EDUCATION

DECEMBER 2021

GEORGE MASON UNIVERSITY - GPA 3.83

BFA – COMPUTER GAME DESIGN

MINOR – COMPUTER SCIENCE

GAMES

- **Ephemeral**: Programming and creative director for a first-person parkour game with enemy time-freezing mechanics (*Unity 3D*)
- **Leviathan**: Programming lead for a 2D side-scroller combat game built for the Nintendo DS utilizing two screens (*Unity 2D*)
- **Refraction**: Programming and design for a first-person platforming puzzle game (*Unreal 4*)

SKILLS

- C, C#, Java, Python, JavaScript, React.js
- Data Structures and Algorithms, OOP
- 3D Modeling, 3ds Max, Blender, Maya
- Unity Engine - C# Game Programming
- Unreal Engine 4 -Blueprint Programming
- Adobe Photoshop - Premiere