

# JACOB WYND

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Game Developer | Generative Design | Programmer

## Education

University of California, Santa Cruz **August 2015 – June 2020**

- Double Major in Computer Science: Game Design (BS), and Computer Science (BS)

## Projects

Project Lead | WorldBuilder (Procedural Generation Tool) | **2019**

- Designed procedural generation framework and programmed core functionality
- Managed project team, including identifying and prioritizing tasks

Co-Creator | Unreal City (Unreal 4.23 Procedural Generation Project) | **2019-2020**

- Developed procedural generation system in Unreal Blueprints
- Created individual city tiles from available assets

Lead Programmer | Hidden Harmony (PC Game) | **2019-2020**

- Created music system framework
- Managed programming team to facilitate development and optimize code

Systems Programmer, QA | Monumental Pain (Web Game) | **2017**

- Created central game progression and UI systems
- Resolved bugs and refactored code for efficiency and ease of use

## Experience

The Queenstone Group | Tech Assessment | Berkeley CA | **June—Nov. 2019**

- Analyzed websites and services used
- Composed comprehensive documentation and made specific recommendations to reduce costs and improve the website's quality

iD Tech Camps | Instructor | Berkeley CA | **June—August 2017**

- Taught students aged 9 to 12 computer architecture, Linux, and Python
- Resolved hardware and software problems with Raspberry Pi computers and Pi-Top OS
- Worked with a team of instructors to ensure a safe and fun environment for over 30 campers

The Queenstone Group | Programmer | San Rafael CA | **2014—2016 seasonal**

- Developed front-end Android application in Android Studio
- Built and maintained server and network equipment

## Technical Skills

- C/C++/C#
- Java
- Python
- Unix/Linux
- HLSL
- Unity/Unreal
- Android
- Javascript/P5.js
- AI/ML