

# JACOB E. SMITH

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## EDUCATION | University of California, Irvine

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Expected Graduation Date: June 2020 • B.S. in Computer Science • Campuswide Honors Program Student • GPA: 4.0

## SKILLS

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### Programming and Software

- Coding in C#, Java, Python, C++
- Three years of Unity experience, prototyping and coding game mechanics involving vector math, animations, interfaces, collisions, and sound
- Other experience in Visual Studio, Eclipse, PyCharm, MonoDevelop, Sony Vegas, Paint.NET, Photoshop

### Game Design

- Six years of self-study through resources like Extra Credits, Gamasutra, *The Art of Game Design* by Jesse Schell, and *Level Up! The Guide to Great Video Game Design* by Scott Rogers
- Compiling recent design thoughts in personal blog, mini-reviews, and backlog notes spreadsheet

## GAME DEVELOPMENT PROJECT EXPERIENCE

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### White as Snow | *Project Lead and Combat Programmer*

January 2017 - Present

- Shaping a 2D role-playing adventure game for UCI's Video Game Development Club Winter 2017 quarter project
- Contributing design and narrative direction, as well as building the game's active-time-battle (ATB) combat system
- Managing four other programmers, an artist, and a writer by planning meetings and facilitating communication

### Rock Pond Man | *Lead Level Designer*

January 2017

- Entered a physics-based puzzle game entry for the 2017 Global Game Jam
- Designed all 28 standard level layouts and 3 bonus levels, implementing them and their obstacles with moderate AI code
- Balanced each level iteratively through constant playtesting by myself and within the team

### The Last Man Hanging | *Programmer*

October 2016 - January 2017

- Programmed for a local four-player "death race", featuring grappling hooks and rewarding player reflexes and precision
- Handled parts of the controls, including grappling input and aiming, and worked on an unused powerup system

### Critical Mass | *Programmer and Stage Designer*

October 2015

A local two-player space arena shooter for VGDC's Fall 2017 weekend game jam

- Completed design and implantation for the levels Asteroids and Trickshot. Co-designed levels Black Hole and Orbit
- Wrote spawning algorithms, obstacle behavior, stage transitions, object collision and cleanup

### RPS: Rising Sun | *Project Lead, Lead Programmer and Designer*

October 2014 - January 2015

- Developed a 2D multiplayer sword fighting game for a high school Unity intro class
- Provided concept, directed game's development, and produced the game's film pitch
- Completed all project programming, fighting game mechanics (animation and hitboxes), and user interface

## OTHER EXPERIENCE

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### Summer of Game Design Camp Manager | *Monte Vista High School • Danville, CA*

2015 - 2016

- Co-founded a programming and game development summer program for the San Francisco East Bay community
- Taught and led over 60 students to date in teaching C# in Visual Studio and the Unity Game Engine
- Researched, composed, and presented an original game design and development curriculum, detailing aspects from 2D level design, engagement curves, and multiplayer balancing to marketing and the history of eSports
- Arranged personal meetings for each student to discuss their final project direction and review programming concepts
- Coordinated the staff team with daily agendas and end-of-day debriefings

### UCI Video Game Development Club (VGDC) Member | *University of California, Irvine • Irvine, CA*

September 2016 - Present

- Collaborating quarter long, learning-based development teams.
- Partaking in quarterly weekend game-jams with spontaneous teams, having completed two games in game jams so far
- Pending candidacy to join the club's officer Design Team for the 2017-18 school year