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| **JACOB KLUKAS**  **Game Programmer / Game Developer** |



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|  | **RELEVANT PROJECTS**  **Dead Pedal – Faycrest Studios**  *Lead Programmer – (May 2022 – Present)*  *Programmer - Capstone Project – (Fall 2021 – Spring 2022)*  A team combat racing game currently being made with a team of about 10 people. Sole programmer on project during Spring 2022. Relevant Skills include:   * Programming gameplay, abilities, game modes, and UI * Unreal Engine 5 * Management of source control and merges using GitHub and GitKraken   **Galactic Skirmish**  *Group Project – (Fall 2020)*   * Programming gameplay, pathfinding, enemy spawning, and UI * Level Design   **Pitch Black**  *Group Project – (Spring 2020)*   * Programming gameplay systems, UI, and particle systems * Unity   **WORK EXPERIENCE**  **Service Coordinator**  *Meijer, Battle Creek, MI / April 2018 – Present*   * Oversee and manage the service department   **Accomplishments** .Eagle Scout Graduation Cum Laude Dean’s List (Fall 2018 – Spring 2022) |  |  | |  |  |  | | --- | --- | --- | |  |  | contact@jacobklukas.com | |  |  | (616) 551-7852 | |  |  | Portfolio Site - jacobklukas.com |  |  | | --- | | **EDUCATION**  **FERRIS STATE UNIVERSITY**  *Bachelor of Applied Science*  *(B.A.S.) Digital Animation and*  *Game Design*  *(Graduation May 2022 –*  *Cum Laude)*  *Advanced Courses*   * *Level Design* * *Procedural Animation* * *Multiplayer Game Programming* * *Game Programming II* * *Applied Digital  Simulation* * *Web Game Development* | | **ADDITIONAL  SKILLS**    C#, HTML, JavaScript, CSS  Unity  Unreal  GitHub & Source Control  Adobe Suite- Photoshop, Illustrator, and Premier Pro | |
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