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



|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **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 ScoutGraduation Cum LaudeDean’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, CSSUnityUnrealGitHub & Source ControlAdobe Suite- Photoshop, Illustrator, and Premier Pro |

 |
|  |  |