

JACOB POTEET

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JacobPoteet.com

EDUCATION

Bachelor of Science from Edinboro University of Pennsylvania

August 2015 – December 2018

Major - Computer Science - Game and Virtual World Track

Minor - Mathematics

GPA – 3.28

Relevant Courses:

- Object Oriented Programming
- Game Design and Development
- Game Programming
- Senior Project in Game Dev
- Artificial Intelligence
- Discrete Mathematics I
- Analytic Geometry/Calculus II
- Linear Algebra
- Physics I
- Computer Animation II

EXPERIENCE

Edinboro University

Computer Technician

January 2016 – Present

- Accountable for hardware and software troubleshooting for faculty and students
- Independently executed over 250 computer reimages around campus for faculty
- Interacting with staff and faculty outside of the classroom.

Unearth (Proof of Concept Film)

Production Assistant & Data Wrangler

August 2016

- Responsible for all footage transfers, backups, and organization totaling over 6TB
- Lighting equipment set up and teardown
- Managed communication with directors, actors, writers, and publicity staff

PROJECTS

Downward Spiral – VR Game

Project Manager & Lead Designer

March 2017 – May 2017

- Recruited and organized classmates together to develop in Unreal Engine 4
- Responsible for delegating tasks using Trello for group management
- Frequent scrum meetings to assess progress and keep members to deadlines
- Maximized productivity by utilizing input from my team
- Won Second Place at the 2017 PACISE Poster Competition

Maze Solving Robot

Python Programmer & Designer

January 2017 – May 2017

- Designed and implemented a maze solving algorithm in python
- Won First Place at the 2017 PACISE Robotics Competition

LANGUAGES & UTILITIES

- C++
- Python
- Bash
- Unreal Engine 4
- Unity
- Scrum

ACTIVITIES

- Vice President of the Computer Science Club
- Programmer for the Edinboro Robotics Team
- President of the Phi Kappa Psi Penn Xi chapter
- President of the Edinboro Film Series