



Jacob Cowan

GAME PROGRAMMING + DESIGN

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CERTIFICATION

Unity Professional Programmer *September 2023*

“Aptitude for technical processes, logically-oriented and resourceful, can be entrusted to handle routine to mid-level programming tasks independently and to work through complex technical challenges with more senior engineers”

PROJECTS

Roomba Ruckus *January 2021*

An obstacle-ridden race against the clock with cats on roombas. Week-long solo game jam submission used to learn Godot, pixel art, shaders, and 2D isometric game development

moodSing *September 2020*

An app that takes your mood, local weather, and chosen genre to generate song recommendations. Awarded **Best UI/UX** in our cohort. Built back-end to securely interface with Spotify API

OTHER EXPERIENCE

FIRST® Tech Challenge Mentor *2016 – Present*

Create lessons on robot control systems, autonomous operation and object-oriented principles for robotics competition students

Computer Science Tutor *September 2015 – June 2016*

Guide students through Java fundamentals as well as fundamental data structures, game loops, and graphics programming

TOOLBOX

Software

Unreal 4/5
Unity 2020 LTS
Godot 3
Blender
Git

Languages

C++
C#
Javascript
Java

Also familiar with

Unreal Blueprints
Python
MySQL

SKILLS

Calculus & Linear Algebra
Technical Communication
Game Design Theory
AGILE Development
Art & Design Principles
Critical Thinking & Analysis
Rapid Learning

INTERESTS

Music Production
Tabletop Gaming
Painting & Drawing
Roller Skating