Greater Chicago Area
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Portfolio: jakitybob.com

JACOB YATES

GOAL

As someone who has always been captivated by the way games combine creativity, storytelling, and technology to create immersive experiences, I want to develop games for a living because I believe in their power to connect people, spark imagination, and create lasting memories. It allows me to combine my passion for creativity and problem-solving to contribute to an industry that brings meaningful experiences and joy to others while challenging myself to learn and grow.

SKILLS

- Fast Learner
- Team Player
- Strong Work Ethic
- Professional Attitude
- Basic Java
- Basic 24-bit Assembly
- Basic SQL

- Intermediate C++
- Intermediate C#
- Unreal Engine C++
- Basic Unreal Blueprints
- Godot & Unity C#
- Language Adaptability
- Engine Adaptability

EXPRIENCE

Bowlero, Deer Park — *C Mechanic*

May 2023 - July 2023

- Summer job to gain experience and make some pocket change before going to university.
- Helped perform maintenance on pinsetter machines, clean bowling center, and chase pins.

EDUCATION

Yates School — *High School Diploma*

August 2019 - MAY 2022, NORTH CAROLINA

In order to attend a Community College full time, homeschooled the latter half of high school and took advantage of dual enrollment programs to fulfill both high school and college credits.

Wake Technical Community College — *Associate in Science*

JANUARY 2021 - MAY 2022, NORTH CAROLINA

Through dual enrollment, graduated from community college at the same time as high school, earning an Associate in Science at the age of 17.

Northern Illinois University — *Bachelor of Science in Comp. Sci.*

AUGUST 2024 - MAY 2026, ILLINOIS

Pursuing a bachelor of science with a broad focus on computer science and software development to more deeply explore a range of computer science topics and make use of time to learn and explore in college.

Full Sail University — *Coursework in Game Development*

DECEMBER 2023 - NOVEMBER 2024, ILLINOIS

Pursued a formal game development education online but found the school out of line with what was set out, decided to pursue my own path to learning game development instead.

GAME DEVELOPMENT & RELATED ACTIVITIES

- Created gaming content on Youtube from 2015-2022.
- Wrote, produced, and edited a Youtube fantasy series that garnered over 44,000 cumulative views.
- Began modding Minecraft as early as 2012, and created very simple mods in 2014.
- Provided alpha testing for Throne & Liberty and New World.
- Provided alpha and beta testing for Marvel Rivals.
- Providing alpha testing for Ashes of Creation and Star Citizen.
- Attended game development courses as early as 2021 at Wake Technical Community College.
- Recreated Brick Breaker and Conway's Game Of Life using WXWidgets at Full Sail University.
- Worked on small Lua scripts for younger brother's Roblox games involving character movement and stats.
- Created a small multiplayer prototype in Unreal Engine 5.
- Worked on DOOM style FPS at Full Sail Online with a team of five including myself.
- Creating a small cafe simulation game in Unity using C# and grid-based systems.
- Challenging myself with the 20 Games Challenge, logging my progress via GitHub and uploading my finished projects to itch.io.