

John "Jack" Grace

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Game Developer

Summary: Detail-oriented Computer Science - Game Development student with programming and teaching experience seeking work in Game Development. Proven collaborative skills and an eagerness to contribute to team success.

Programming Languages and Relevant Skills

- Unity (C#): 4 years experience
- JavaScript: 3 years experience
- C: 2 years experience
- C++: 6 months experience
- Java: 4 years experience
- Git: 4 years experience
- SQL: 3 months experience
- Python: 1-year experience

Relevant Work Experience

- Pearsons: VR Game Developer Intern, Summer 2023
 - *Designed and Developed a POC for an educational VR game in Unity Engine.*
 - *Designed and Implemented semi-realistic physics systems for engaging gameplay.*
 - *Identified and Solved efficiency issues to improve performance and reduce motion sickness.*
- Centene Technologies: Application Software Development Intern, Summer 2022
 - *Wrote and Updated tables and stored procedures in EDW using Toad and SQL.*
 - *Improved efficiency and repaired security vulnerabilities within EDW.*
 - *Automated tasks using Control-M and Visual Studios SSIS.*
- Code Ninjas: Computer Programming Instructor; 2018 - 2021
 - *Tutored children ages 7-14 in Programming through Scratch, Java, Lua, and Unity/C#*

Relevant Projects

- Volatile: Game Project for Advanced Computer Game Projects - 5-person team
 - *Designed Cellular Automata-based terrain-changing system for a dynamic world*
 - *Made modularized terrain rules systems for easy use by designers*
 - *Created UI system for creation of player-made rulesets that persist across play sessions*
- Passerby: Game Project for Interactive Game Design - 3-person team
 - **Featured in SGDA 2022 Student Games Showcase**
 - *Designed and implemented Passenger Generation and management systems in Unity/C#*
 - *Designed and implemented Dialog system in Unity/C#*
- 10th Life of Mittens: Red Storm Student Jam 2022 submission - 9-person team
 - *Designed and Implemented enemy wave-generating and tracking systems in Unity/C#*
 - *Designed and Implemented general game loop and scoring mechanics in Unity/C#*
- Game Engines Assignment: Class Project (Game Engine Foundations) - Solo
 - *Engineered a Simple Game Engine In C++ with SFML*
 - *Implemented a Generic Component Game Object Model and Client-Server Networking*

Education and Academic Honors

North Carolina State University; Raleigh, NC

- **Major**: Computer Science, **Minor**: Psychology, **Expected Graduation**: Spring 2024
 - **GPA**: 4.0, **Semester Dean's List**: Fall 2020-Spring 2022
- Relevant Coursework:
 - *Software Development Fundamentals*
 - *C & Software Tools*
 - *Intro Linear Algebra and Matrices*
 - *Operating Systems*
 - *Data Structures and Algorithms*
 - *Entrepreneurial Thinking*
 - *Interactive Game Design*
 - *Game Engine Foundations*
- Leadership
 - *NC State Video Game Development Club (VGDC): President, Summer 2021-present*
 - *East Coast Student Games Society: Founder & Outreach Councilor*
 - *Organized inter-university charity fundraising live-streaming event*
- Comedic Improv Alliance
- NCSU Jazz Lab Band - trombone