**Jack (Jacob) A. Storm**

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**Technical Skills:**  **Languages**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * C++
 | * C#
 | * ActionScript 3
 | * Java
 | * XML
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**Development Tools**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| * Visual Studio
 | * Unity
 | * XNA
 | * FlashDevelop
 | * Adobe Flash
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| * Starling API
 | * FlashPunk
 | * HLSL
 | * VIM
 | * Eclipse
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**Project Management**

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| --- | --- | --- | --- | --- |
| * Git/Github
 | * Tortoise SVN
 | * Slack
 | * ChiliProject
 | * Jira
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|  |  |  |  |  |

**Relevant Knowledge:**

|  |  |  |  |
| --- | --- | --- | --- |
| * Agile Development
 | * Data Structures and Algorithms
 | * Math for 3D Graphics
 | * Discrete Mathematics
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| * Graphics Programming
 | * Game Artificial Intelligence
 | * Software Design Patterns
 | * Game Architecture
 |
| * Calculus I and II
 |  |  |  |

**Technical Experience:**

**Nvizzio Creations**, Montreal, QC January 2015 – March 2015

*Intern Programmer*

* Worked on a prototype to pitch an idea to the Canada Media Fund. The prototype was created with Unity3D and was made for mobile devices.

**Emergent Media Center**, Burlington, VT January 2014 – May 2014

*Junior Programmer*

* Worked on an interactive experience for the ECHO Center in Burlington, VT. The experience contains two games and an overall menu-like journal system. It runs on android tablets placed near exhibits at the ECHO Center. It was developed using AndEngine (Java) and utilizes RFID technology.

**Champlain College Champ Support**, Burlington, VT / Montreal QC August 2012 – Present

*Helpdesk Technician*

* Provided IT support for a private college of 2500 staff/faculty and students.
* Responded to questions from customer call center and remote locations.
* Resolved diverse internet related issues, networking, malware, hardware.
* Trained new employees on the operation and installation of equipment.
* Set up booths for exhibits such as Green Mountain Games Festival and Champlain's Senior Show.

**Additional Experience:**

**Champlain College Office of Admissions,** Burlington, VT August 2015 – May 2016

*Student Ambassador*

* Met with and provided tours for prospective students, families and faculty candidates of the campus

**Champlain College ITS Division,** Burlington, VT August 2015 – December 2015

*Teacher Assistant, Tech Tutor*

* Provided help for students taking computer science courses.
* Worked with Professor to grade CSI-140 assignments.

**Champlain College Residential Life**, Montreal, QC August 2014 –December 2014

*Resident Assistant*

* Organized and coordinated events for students.
* Helped students with residential issues and conflicts.

**Green Mountain Games Festival**, Burlington VT February 2014, October 2015

*Event Organizer, IT Support*

* Helped organize a student run festival to promote a game development community in Vermont.
* Made sure everything ran smoothly technology wise.

**Champlain College Game Developers Association**, Burlington, VT May 2013 – January 2015

*Underclassman/Upperclassman Game Programming Representative* January 2016 – May 2016

* Sat on the Parliament of the club and proposed and voted on movements.
* Organized club events such as game jams, guest speakers and meetings.
* Organized a subgroup to promote and encourage extracurricular game development at Champlain.

**Education:**

**Champlain College of Vermont** May 2016

Bachelor of Science in Game Programming, Minor in Mathematics

* GPA: 3.6
* Achievement, Inspiration and Trustee Scholarships.
* Studied at the Montreal Campus for a year.

**Hobbies/Interests:**

* I enjoy playing a wide variety of games.
* Playing tennis, volleyball and golf.
* Exploring the outdoors and experiencing new things.
* Attending Industry events and meetups such as MRGS, MIGS, and IGDA events.

References Available Upon Request