

Jake Shirley

Software Engineer

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Profile

- Experience developing code in a professional environment.
- Student projects showcased at PAX Prime 2014 and 2015 by DigiPen.
- Worked on multiple year-long C++ game projects from start to finish.
- Has a passion for creating high-quality products.

Skills

- 3+ Years of C/C++ programming experience.
- Working knowledge of Lua, RegEx, OpenGL, GLSL, Java, and C#.
- Experience using Visual Studio, Doxygen, and GIT.
- Comfortable working in team environments of varying size.
- Thrives when solving problems, and has no problem asking for help when stuck.
- Consistently completes deliverables on-time.
- Able to learn new topics quickly and independently.

Work Experience

Microsoft Studios **Software Engineer Contractor** **04/2015 – Present**

Minecraft: Windows 10 Edition Team

- Port gameplay features from Java to a C++ code base.
- Debug and optimize cross-platform code, including mobile platforms such as iOS and Android.
- Design and implement gameplay architecture systems.

DigiPen Institute of Technology **Lead Teacher / Lead Activities Coordinator** **05/2013 – 09/2013**
04/2014 – 09/2014

- Worked two summers through DigiPen's ProjectFUN program.
- Taught high school students the basics of game programming in 2-week workshops.
- Planned / coordinated student activities.

Student Projects

Chronomancers **Lead Programmer / Tools** **04/2014 – 04/2015**

- Created an editor utilizing wxWidgets with in-editor scripting to streamline custom content creation.
- Implemented Lua binding utilizing meta info for in-editor documentation.
- Created component-based engine that bridged the gap between major systems and dependencies.

Awards:

- Claude Comair Game of the Year (DigiPen)
- Best Junior Game (DigiPen)
- Best Technology (DigiPen)

Orion **Producer / Lead Programmer** **09/2013 – 04/2014**

- Producer and Technical Director for a team of 4 C++ developers, 3 artists, and 1 game designer.
- Wrote a Lua parser/serializer making the game fully data-driven with all content serialized to Lua scripts.
- Created in-engine game editor with full controller support for extremely fast content creation and iteration.
- Implemented Lua binding to C/C++ to complement the component based architecture.
- Programmed all UI, menus, and in-engine tools.

Education

DigiPen Institute of Technology **B.S. in C.S in Real Time Interactive Simulation** **09/2012 – Present**

- Computer Science degree with an emphasis on high performance and graphical programming.
- Expected graduation in Spring 2016 with honors.