

Jacob M Haas

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Education

University of Michigan
B.S.E Computer Science Engineering
Ann Arbor, MI – Expected May 2017

Skills

Programming Languages – C++, C#, C, HTML, CSS, Javascript, PHP, MySQL
Development Applications – Unity, GameMaker

Work Experience

Game Programmer, ExNinja Interactive
May 2016 – August 2016

- Worked with Jeremy Gibson Bond to prototype a new game
- Refactored an existing game with more efficient and readable code
- Performed Quality Assurance testing for a soon to be released game
- Implemented Unity Ads and Android capability

Unit Leader, Camp Riley
June 2011 – August 2015

- Lead team of 5 counselors responsible for forty 7 and 8 year olds
- Created and led weekly camp side sessions of a Maker-space designed to teach kids about technology
- Helped teach session on Lego NXT robotics
- Taught second grade math, science, reading, and writing

Student Coordinator, Bursley Dining Hall
Sept 2013 - Present

- Managed student dish room workers during high activity and closing shifts
- Maintained several machines to ensure proper cleaning of serving dishes and utensils
- Communicated effectively with co-workers within a team environment
- Learned how users interacted with new systems

Student Groups

Vice President / Webmaster, Wolverine Soft
Sept 2014 – Present

- Organize weekly meetings and twice a semester game jams
- Teach Web and Game Design tutorials
- Perform server maintenance
- Design and develop a new club website: www.wolverinesoft.org