Jackson Westbrook
Software Engineer

About Me

I am a computer science major at North Carolina State University. I have a passion for video games and have been playing all kinds of games my entire life. I grew up playing soccer competitively and I now use the skills I learned from being team captain by leading my college Valorant team and leading software engineering projects.

Information

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Education

B.S. Computer Science

Concentration in Game Development

North Carolina State University (2021-2025)

Game Development Club

GPA: 3.709

Experience

Trainyard Debugger (Katabasis)
08/21/2023 – 12/10/2024
- Worked in a group of five with weekly sponsor meetings to develop an educational code block puzzle game in Unity.
- Managing the codebase as the DevOps and lead programmer.

Emotional Response AI
9/10/2024 – 12/05/2024
- Worked with a partner to create a chatbot with an artificial intelligence that uses emotional response in Python.
- Wrote intensive documentation and treated it like a scientific study with a full report available.

2D Game Engine: C++
08/21/2023 – 12/10/2023
- Created a 2D game engine using C++ as a semester long project for a game engines course at NCSU.
- Allows the creation of 2D games using SFML libraries for displaying visuals.
- Includes a time system, event manager, implementation of JavaScript scripts, and multiplayer through 0mq.

Crimson Cones
010/11/2023 – 12/10/2023
- Created a 3D boss fight in a group of four using Unreal Engine 5.
- Used Unreal Engine 5 blueprints to create mechanics and AI for the boss in the game.

Ghost Cafe: VGDC Fall Jam 2022
10/12/2022 – 11/04/2022
- Cooperated with a team to develop a fall themed ghost café game.
- Created the player mechanics, and the game manager.
- Combined parts made by the other developers and I to make the finished working game.

Educational Computer Game
Feb 2022 – Apr 2022
- Led a group of four to create a computer game designed to teach 8-year-olds their multiplication tables.
- Worked together to research, design, and develop a game using Game Maker Studio 2.

Skills

- ❖ C++, Java, and Python Programming
- ❖ Teamwork and Leadership
- ❖ HTML, CSS, and JavaScript for web design.
- ❖ Git source control and Trello tasks

References Available Upon Request