

# Jake Ozer

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[LinkedIn](#) | [Portfolio](#)

## EDUCATION

**Illinois State University Normal, IL** *Bachelors of Science in Computer Science Aug. 2022 - May 2026* Cumulative GPA: 3.74

Relevant Coursework:

Artificial Intelligence • Systems Development • Syntax Structure • Advanced Data Structures • Algorithm Design • Programming • Software Engineering Methodologies • Calculus • Discrete Mathematics

## SKILLS

Unreal (Blueprints & C++) • Engine/Editor Tools • Unity 3D/2D • Source Engine • *Skyrim* Creation Kit • Roblox Studio Perforce • GitHub / Git • Jira • Confluence • Visual Studio • IntelliJ • Rider • Programming (C++, C#, Java, Python, Lua, Squirrel, JavaScript, Web) Game Design • Agile / Scrum • 3D Environment Design • Artificial Intelligence • 3D Mathematics

## WORK/ORGANIZATION EXPERIENCE

**Technical Game Design Intern, Madison WI** *Electronic Arts (EA) – Respawn Entertainment May. 2025 – Aug. 2025*

- Designed, Prototyped, and Implemented game mechanics and assets for Seasons 26 and 27 of *Apex Legends*, contributing directly to player experience and live-service content delivery on PC and Consoles.
- Collaborated closely with cross-disciplinary teams across EA—including Producers, Artists, and Sound Designers—to ensure integration of Gameplay Systems, UI, VFX (2D, 3D), and Audio.
- Programmed and Scripted core game systems in C++/Squirrel across both Client and Server environments while maintaining SOLID engineering principles and performance.
- Designed and Documented Mechanics from inception to completion, ensuring features met both creative vision and technical constraints.

**Game Engineering Lead (President), Normal IL** *ISU – Game Development Club May. 2024 - Present*

- Leads a multidisciplinary team of designers, programmers, and artists in the development of semester game projects.
- Develops and optimizes gameplay systems using C# in Unity, improving performance and player experience by refining code efficiency and using best practices.
- Implements advanced game mechanics such as procedural generation, AI pathfinding, and physics-based interactions, ensuring smooth functionality and realistic game environments.
- Manages the full game development lifecycle, from concept to release, utilizing Agile/Scrum methodologies to enhance team productivity and adaptability.

**Game Programming Instructor, Tinley Park IL** *Code Ninjas Mar. 2022 - Aug. 2022*

- Mentored children aged 7-14 in game programming fundamentals and industry standards.
- Managed weekly grading and corrections for Unity/C# and JavaScript web game assignments.
- Utilized non-technical pseudocode translations to illustrate programming practices for better understanding.

## PROJECTS

***Would You Help an Old Lady?* – Skyrim SE Quest Mod Released June 2024**

- Programmed and Designed a narrative driven quest mod for *Skyrim Special Edition*, released on Xbox and PC.
- Created with AAA development tools (nav-mesh generation, script fragment implementation, AI packages, etc.)
- Received 4,500+ individual downloads, accruing 215,000+ plays across both platforms.

**Unreal Engine Dialogue Editor Tool** *In Progress, Jan. 2026*

- Developing a Dialogue Editor tool in Unreal Engine using C++.
- Modeled after professional dialogue pipelines used in AAA titles such as *Skyrim* and *Fallout*.
- Includes a modular, data-driven workflow supporting branching conversations and persistent state tracking.