

Lawrence (Jake) Klinkert

AI PROGRAMMER

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PROFESSIONAL EXPERIENCE

Nautilus Hyosung America

Software Developer

- Maintained proprietary software via C# and SQL Server
- Consulted with the original designer with improvements and new features
- Ensure communication between software and ATMs, as well as updates working with legacy machines
- Debugged customers' technical issues, which involved either step by step solutions or patches to the software

June 2018 – August 2018

Irving, TX

TECH Edventures

STEM Instructor, youth programs

- Taught python programming fundamentals, problem-solving, and structures
- Lead game developing courses to teach the elements of a video game
- Substitute teacher assignments to support dynamic scheduling requirements
- Assist faculty director in the evaluation and structure of future courses

February 2018 - June 2018

Dallas, TX

EDUCATION

The Guildhall at Southern Methodist University

- Master of Interactive Technology in Digital Game Development specialized in Programming

May 2020

Plano, Texas

The University of Texas at Dallas

- Bachelor of Science in Computer Science

December 2017

Richardson, Texas

Collin College

- Associate of Science in Computer Science

August 2015

McKinney, Texas

VIDEO GAME PROJECTS

Tex-Mechs

Lead Software Developer

Team Size: 16 Students | Software: Unreal Engine 4, Perforce Repository | Genre: FPS | Platform: Steam and PS4

360 Hours

Go Go-Karts

Lead Software Developer

Team Size: 47 Students | Software: Unreal Engine 4, Perforce Repository | Genre: Kart racing | Platform: PC

240 Hours

AI Pathfinding Visualization Tool

Software Developer

Team Size: Solo project | Software: Unity, GitHub Repository | Genre: Educational | Platform: PC.

46 Hours

ACCOMPLISHMENTS

Indie mobile game company

- Formed Renegade Acorns Studios, and published two games on the app marketplace

January 2014 – August 2014

Junior Reserve Officers' Training Corps

- Command Sargent Major and oversaw the non-commissioned officers of my battalion of over 300 cadets

August 2009 – June 2013

Boy Scouts of America

- Eagle Scout and the Senior Patrol Leader for my troop of over 120 scouts

August 2007 – August 2012

TECHNICAL SKILLS

Programming Languages

- C++, C#, R, Python, Java, PHP, MySQL, and SQL server

Industry Tools

- Unity, Unreal Engine 4, Visual Studios, Perforce, GitHub, OpenGL, DirectX 11, Dear ImGui, JIRA, R Studios, Excel