

Jacob Rosenbloom

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EDUCATION

Harvey Mudd College (HMC), Claremont, CA

Expected: May 2015

B.S. Interactive Computer Media

Dean's List (3.0 GPA for a semester) four out of five available semesters

Relevant Coursework: Data Structures and Program Development; Software Development; Computer Graphics; Game Design for Social Change; Video Game Studies; Artificial Intelligence; Front-end Development; Algorithms (in progress)

SKILLS

Proficiency in C#, C++, Java, JavaScript, Objective C, and Python programming

Versed in Autodesk Maya, Adobe Photoshop, Audacity, and SolidWorks

Able in environments such as Unity 3D and Cocos2d

Skilled at using Microsoft Excel, Word, and PowerPoint

AWARDS

Innovative Startup Award

Fall 2013 – May 2014

- With 3 other students, designed a virtual reality hardware peripheral
- Implemented a glove that can track all five fingers and hand movement
- Won a competition for a \$12500 grant to help with creating a start-up for the device

2012 Windward Code Wars Competition, HMC, Claremont, CA

Mar 2012

- On a team of four, won position as finalist in international competition to rapidly develop AI without preparation
- Competed against such schools as Cornell, Stanford, and Carnegie Mellon

PROJECTS AT HMC

Productivity and Wellness Pal (PaWPal)

May 2014 – Aug 2014

- Developed an Android application to increase users' productivity and wellness
- Adapted machine learning algorithms to predict users' work habits and optimize their schedule
- Designed an intuitive user interface and data entry system

Augmented Reality Game

May 2013

- Independently designed and developed a multi-media experience
- Created HTML website embedded with puzzles and clues to help direct the game
- Crafted puzzles hidden in music, code, books, and some requiring physical actions from the players

Law of the Jungle

Dec 2012 – May 2013

- On a team of 2 professors and 2 students, completed development of an educational video game
- Redesigned core narrative and gameplay aspects
- Implemented and debugged new features such as sound effects using Actionscript 3.0

Software Development

Sept 2012 – Dec 2012

- On a team of 4 students, designed an educational video game for the iPad
- Coded the game in Objective C from the ground up
- Generated art assets for the game using Adobe Photoshop

Games Network Research Program

May 2012 – Aug 2012

- On a team of 1 professor and 8 students, created educational puzzle-platformer video game
- Designed the game for middle school students using Unity 3D
- Debugged educational video games for middle school students
- Added music, new art, and new features to games

Live Action Role Playing Game

Aug 2011 – Feb 2012

- Independently created characters, story, and world; Devised tasks that reinforced teamwork
- Balanced abilities, resources, and other mechanics

LEADERSHIP AT HMC

[Programming Coordinator/Founder] Exploring Pan-Asian Identities and Cultures Aug 2014 – present

- Plan campus-wide cultural activities
- Network with other Asian student unions to hold collaborative events

[Captain] Improvisational Comedy Group Sept 2011 – present

- Organize meetings and performances
- Create advertising for shows

[President] Bacon Club May 2013 – present

- Select high-quality bacon to cook and share with students
- Organize meetings and outings to Korean BBQ and Shabu-Shabu

Dorm DJ Aug 2013 – May 2014

- Ran and maintain a file server running a music player daemon to play music over dorm speakers
- Designed playlists each day for ambience and parties

WORK EXPERIENCE

Phonathon Caller, HMC, Claremont, CA Jan 2012 – present

- Call alumni and parents to check information and ask for donations
- Manage other callers and organize calling shifts

Grader and Tutor, HMC Computer Science Dept., Claremont, CA Sept 2013 – May 2014

Technical Intern, Thompson Reuters, Dallas, TX May 2013 – Aug 2013

- Developed database tools to expedite processes throughout the company
- Worked with professional team on company-wide software project
- Updated software framework for future projects