

JACOB LANDGRAF

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BACKGROUND

Analytical, detail-oriented third-year computer science student seeking to leverage programming skills and academic knowledge in an internship. Collaborative team player and quick learner with an eye for solving problems, as well as an avid gamer and disc golfer.

EDUCATION

BS - COMPUTER SCIENCE

Lipscomb University, August 2022 – Present

- Junior, Graduating Spring 2026
- GPA: 3.53
- Relevant coursework: Data Structures, Algorithms, Database Management, Computer Organization

SKILLS

- C / C++
- Node.js
- Java
- SQL
- Very detail-oriented
- Cooperative and collaborative
- Great communicator
- Inquisitive, quick learner

PROJECTS

DECRAFTER | GAME MODIFICATION | JAVA

August – September 2022, April 2023, September 2024

A robust Java modification for the game Minecraft, which received yearly updates with more content. Visit this and other modifications through this [link here](#) as well as on my GitHub.

LIPSCOMB WEATHER | WEB APP | REACT

October – December 2023

A fully functional weather application built using React with three other people. I used collaborative and team-building techniques to hold others accountable and complete the project punctually.

THE WELL | GAME APPLICATION | GML

September 2024 - Present

Currently the lead developer on a 7-person team creating an indie roguelike shooter. Self-learning a new programming language while actively developing the project in Opera Game Maker.