

JACKSON TAYLOR

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EXPERIENCE

Tournament Administrator

Oct 2021 - May 2022

FACEIT | Remote

Served as a tournament administrator for FACEIT's Collegiate Rainbow Six: Siege Leagues.

- Administered esports leagues consisting of over 150 teams and 1,000 players with a prize pool value of \$35,000
- Advised, analyzed, and ruled on disputes between players and teams from universities
- Facilitated games in coordination with the broadcast team to ensure matches run smoothly and according to schedule

Referee - Halo Championship Series

Dec 2021

Esports Engine | Raleigh, NC

Served as a Referee for the Halo Championship Series Kickoff Major at Raleigh.

- Aided in running an open bracket qualification consisting of over 150 teams and over 600 players and coaches
- Supported players and staff through handling disputes, tracking scores, and troubleshooting hardware and software issues

IT Intern

January 2018 - June 2018

Asheville Digital Lifestyles | Asheville, NC

Assisted Asheville Digital Lifestyles with teaching the uninformed how to use their technology, educating the clients on how to stay safe on the internet, and supporting the clients with their technical problems.

- Taught clients best practices to stay safe on the internet through advising and mentoring
- Helped support people on how to use their technology and assisted with any issues that arose

EDUCATION

North Carolina State University | College of Engineering | Raleigh, NC

Dean's List 2021

- Bachelor of Science in Computer Science

Graduation May 2022

TECHNICAL SKILLS

Languages: C++, C#, C, Java, JavaScript, Python, HTML, PHP, MASM Assembly

Developer Tools: MySQL, Git, Bash, Eclipse, Visual Studio, Unity, Firebase, GitHub, Jenkins, Synchronization, Multithreading

Skills: Software Development, Coding, Debugging, Testing, 3D Vector Math, Networking, Excellent Communication Skills

PROJECTS

Game Engine Project | C++ & Javascript | Fall 2021 | Independent | github.com/ncjack/Online-2D-Platformer & [/Asteroids](#)

- Built and designed a game engine based upon a C++ and SFML software design
- Created an Asteroids remake and a 2D platformer game using the game engine
- Developed a working character that responds to a user's inputs and created systems for collision, movement, gravity, etc.
- Increased performance and functionality through the implementation of multithreading, synchronization, and networking
- Integrated gameplay features such as replays, scripting, timeline, and 4+ person multiplayer

Unity Research Project | Unity & C# | Fall 2021 - Spring 2022 | Team

- Engineering a game in a collaborative effort to educate K-12 students on proportional reasoning in mathematics
- Working in game development with Corey White and 2 undergraduate peers to create a game using the Unity engine

LexisNexis Virtual Contact Card Mobile App | Flutter & Java | Spring 2022 | Team

- Designing and building a mobile application in collaboration with LexisNexis
- Developing a mobile application that can hold and create virtual business cards for employees and clients to use at events
- Implementing a sharing system using QR to allow users to easily transfer contact information using virtual cards

INTERESTS

Collegiate Rainbow Six Siege Esports Team | Management | 2018-2022

- Organized and developed over 30 players and 3 teams over the last 4 years
- Successfully competed on university teams against other institutions (currently ranked #1 in North America)
- Motivated teams to success in attaining multiple championship titles through passionate leadership and playmaking
- Grew the program to what it is today, cementing NC State as one of the best Collegiate R6 teams
- Planned and hosted events for people to become acquainted, find friends, and evolve the community

References and Source Code Available Upon Request