Jack Flanagan

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EDUCATION

Chapman University, Orange, CA — Expected Graduation May 2027
Bachelor of Science in Computer Science
Minor in Game Development Programming

TECHNICAL SKILLS

Git/GitHub	C#	C++	.NET compiler	Lua	Unity	Godot	Unreal engine	SQL	Java	Blender	Jera
CAD	Operating Systems	Computer Networks	Docker	Jenkins	Bash	React	Windows	Linux	Python
UI	Microsoft PowerPoint	Microsoft Word	Adobe Acrobat	OpenGL	Agile development

RELEVANT PROJECTS & EXPERIENCE

2d Vision Cone/ Player Controller — October 2025 – September 2025

- Developed a demo in Unity and with C# of a simple 2d vision cone to create a seamless and smooth effect that does not rely on multitudes of rays.
- Created a player controller in C# to allow movement while not relying on the built in Unity player controller so that movement would be as smooth as possible along any geometry.
- Implemented a README on the GitHub repository for this project to show how it works.

Chat Server — March 2026 – March 2026

- Developed a chat server for Unix in C as an exercise in multithreading and back-end development.
- Utilized network programming to allow the server to handle multiple connections at once.
- Applied a multithreading algorithm in order to create an efficient system that can handle each client's requests individually alongside handling each client's disconnections.

Minesweeper — February 2026 – March 2026

- Created Minesweeper game in Python to practice creating UI and familiarizing myself with Python's standard library
- Utilized the tkinter library to develop a dynamic user interface to allow for a better front-end experience for users.
- Implementing several unique gameplay features to make the game fairer for the user.

Card Game — September 2025 – November 2025

- Aided in a project in Unity as a part of a game development class alongside other classmates.
- Programed a simple card game based on the video game "Slay the Spire" for this project.
- Utilized the fundamentals and use cases of delegates in C#, automated testing and GitHub actions, and proper dependency injection fundamentals.

Member of Robotics Team| *Team Rewind (HTHNC) – San Marcos, CA* — February 2022-May 2023

- Worked as a member of my high school robotics team.
- Learned how to use professional CAD software and how to use many different workshop tools.
- Aided in winning the 2023 FRC San Diego regional and got to the semifinals in that year's championship.

PROFESSIONAL EXPERIENCE

Cashier | *Carl's Jr - Oceanside, CA* — October 2021 – June 2023

- Utilized customer service skills to provide reliable and enjoyable experiences.
- Worked with cash payments in an effective and professional manner.

Intern | *Syndeo Communications - Oceanside, CA* — April 2023 – May 2023

- Utilized Microsoft Excel to help transfer phone lines to Zoom's phone service and updated answering machines.
- Initialized desktops, Wi-Fi routers, projectors... exe for several business clients.

ACADEMIC AWARDS AND LEADERSHIP

Dean's Scholarship — 2023, 2024, 2025, 2026
Winner of FRC San Diego regional — 2023