Jacob Buelow

Software Engineer

Experience

Luminous Studio

Sep 2023 - Present

Technical Lead for the game "Land of Lights"

Menomonie, WI

Project Website (landoflightsgame.com)

Senior capstone project at University of Wisconsin – Stout, leading a team of 7 computer scientists and 7 artists in developing a complete video game development project from start to finish, using modern and industry standard tools and development practices.

University of Wisconsin-Stout / Kintsugi 3D

May 2023 - Present

Computer Graphics Research Assistant

Menomonie, WI

Design and development of computer graphics research software for the Kintsugi 3D project; Developing software to post-process digitized 3D scans of cultural heritage artifacts to extract high-fidelity reflectivity and lighting data, and efficiently and accurately rendering artifacts in an intuitive viewer application.

MATE ROV

Oct 2015 - May 2020

Lead Robotics Programmer

Wausau, WI

Working alongside a team of software, electrical and mechanical engineers to design, prototype, test and iterate on an underwater robot built to compete in the MATE ROV competition.

National Science Foundation / EMMET

Jun 2017 - Aug 2019

STEM+C Activity Facilitator

Wausau, WI

Developing and iterating on youth activities to teach STEM principals, organizing and facilitating events with many STEM activities for youth in rural Wisconsin.

Education

University of Wisconsin-Stout

Sep 2020 - Dec 2024

Computer Science

в.S.

3.5 GPA

Skills

Programming

C, C++, C#, Java, Python, Rust, HTML, JS, CSS, PHP, SQL, GLSL, HLSL, UE Blueprint

Software

Unreal Engine, Unity, Godot, Blender, Windows, Linux Server, Linux Desktop, Intellij IDEA, Rider, Visual Studio, Eclipse, Git, Subversion, Perforce Helix Core

Other

Docker, Jenkins, GitHub Actions, CI/CD, Proxmox VE

Awards

Eagle Scout

March 2020

Boy Scouts of America

Dean's List

2021, 2022, 2023

UW-Stout