

# Jacob Kelleran

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## EDUCATION

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**California Polytechnic State University, San Luis Obispo**  
*Blended B.S. + M.S. in Computer Science*

*June 2026 (Expected)*  
GPA: 3.8/4.0 major; 3.7/4.0 overall

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## PORTFOLIO HIGHLIGHTS (AVAILABLE AT [EMUMAN.NET](https://www.emuman.net))

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**Game Jams & Projects** UNITY, GODOT, BEVY

September 2021 – Present

- Designed and built games in Unity, Godot, Bevy, and no engine, playable [on my portfolio](#).
- Worked solo and in teams to deliver cohesive gaming experiences, contributing code, music, and visuals.

**GPU Black Hole Rasterizer** C++, GLSL, PYTHON

January 2025 – March 2025

- Built a GPU application that physically accurately rasterizes black holes using the Schwarzschild Metric.
- Solved space-time equations with SciPy, used as 3D texture for geometry distortion in a vertex shader.

**Cal Poly Esports Website** SVELTEKIT, TYPESCRIPT, MONGODB

August 2024 – Present

- Created a full-stack dedicated site for the Esports Council, hosted on Azure/MongoDB Atlas, with full CI/CD.
- Implemented administrator authentication, easy club management tools, and visually cohesive displays.

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## EXPERIENCE

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**Cal Poly Office of Writing and Learning**

September 2025 – Present

*Graduate Assistant & Data Analyst*

*San Luis Obispo, CA*

- Analyze and report on data describing tutoring patterns across tens of thousands of appointments.
- Work with other staff to extract valuable information and create tools to optimize workflows.

**Vetco Electronics**

June 2025 – September 2025

*Business and Website Management*

*Bellevue, WA*

- Programatically analyzed data from the website to visualize product line and SEO-optimize descriptions.
- Updated photos and breakdowns on the website, answered customer questions, worked cash registers.

**Cal Poly Tutoring and Learning Center**

September 2022 – December 2024

*Computer Science Peer Tutor*

*San Luis Obispo, CA*

- Worked with others to solve problems and learned to view and explain topics from different perspectives.
- Solidified computer science concepts and gained new understanding of fundamentals through collaboration.

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## TECHNICAL STRENGTHS

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**Computer Languages**

Python, C, Rust, C++, C#, TypeScript, HTML / CSS, L<sup>A</sup>T<sub>E</sub>X

**Game Engines**

Unity, Godot, Bevy, Unreal Engine

**Frameworks & Protocols**

NodeJS, Vite, React, Express, SvelteKit, OpenGL, REST

**Tools & Platforms**

Unix, Git, Azure, AWS, ClaudeCode, ChatGPT

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## HONORS & ACTIVITIES

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President – Cal Poly Game Development Club

*Fall 2024 – Present*

Treasurer – Cal Poly Esports

*Fall 2024 – Fall 2025*

Media Coordinator – Cal Poly Overwatch Club

*Fall 2023 – Fall 2025*

President's Honor List

*2021 – 2022 / 2023 – 2024 A.Y.*