

JAKE TORRES

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BIOGRAPHY

Creative engineer, game developer, researcher and educator looking to make experiences that connect others through interactive media and games!

EDUCATION

Columbia University - *Bachelors of Science in Computer Science GPA: 3.81* New York, NY | August 2021 – May 2025

- Activities: Columbia Esports Club Co-President, Class of 2025 Student Representative, Bwog Senior Staff Writer, Latenite Sketch Comedy writer, director and actor, App Development Initiative Mentor, New Student Orientation Leader, Society of Hispanic Professional Engineers Mentor, LionJam Founder, DivHacks Workshop Leader
- Courses: Operating Systems, Computer Graphics, Neural Networks, Databases, Computer Networks, Creative Embedded Systems, Embedded Systems, Malware Analysis and Reverse Engineering, Advanced Systems Programming, Computer Animation, Multivariable Calculus, and Linear Algebra

WORK AND RESEARCH EXPERIENCE

Figma - *Software Engineer* San Francisco, CA | August 2025 - Present

Riot Games - *Software Engineering Intern - Valorant Gameplay* Los Angeles, CA / Remote | May 2024 - August 2024

- Worked with designers, producers and QA to implement gameplay feature in Unreal Engine for Valorant- 700k daily players
- Used C++ to create a backend information tracking component that was copied to clients
- Created front-end prototype for daily playtesting using Blueprints in response to feedback from designers

CS@Columbia University - *Advanced Programming x5* New York, NY | September 2022 - January 2025

- Graded labs and exams, held office hours, review sessions and recitation, and aided in instruction (1000+ students).
- Helped with operation of class infrastructure by writing bash scripts and changing the course websites.
- Lead guest lecture on C implementation of Python

CS@Columbia University - *Intro to Python for Engineers TA* New York, NY | January 2025 - May 2025

- Graded homework assignments, held office hours, review sessions, and aided in instruction (140 students).
- Helped with operation of class infrastructure by writing Python grading scripts, rubrics and changing the course websites.
- Created a comprehensive workshop! and led a video lecture introducing students to Pygame
- Wrote the class final challenging students to create a game based on the workshop and add new features to it with some awesome student submissions!

CS@Columbia University - *Operating Systems TA* New York, NY | January 2024 - May 2024

- Graded homeworks and exams, held office hours, and aided in instruction (120 students).
- Helped with operation of class by changing the course websites and updating Linux kernel based homework assignments and solutions.
- Wrote grading scripts to automate compilation and testing of submitted patches to Linux kernel code

Columbia Graphics and User Interfaces Lab - *Undergraduate Researcher* New York, NY | September 2023 - January 2024

- Designed and added new UI/UX to the VISER VR app in Unity using C# - paper published about our experience updates!
- Conducted user studies with glacial sheet researchers to make the application more approachable

Microsoft - *Software Engineering Intern - Azure Cloud Efficiency Holmes Team* Redmond, WA | June 2023 – September 2023

- Developed a diagnostic tool for my team that increased visibility significantly into millions of virtual machine migrations
- Allowed for future improvements that would allow for a language learning model to automatically make decisions

Meta/Facebook - *FBU - Meta University Engineering Intern* Menlo Park, CA | June 2022 - August 2022

- Spent 3 weeks learning how to make iOS apps in Xcode with Objective C, Swift, and APIs by making clones of popular apps
- Ranked number one among other iOS interns for feature count, learning rate, quality, communication and productivity
- Developed my own social media platform app, Piccy, where users can post a GIF related to a randomized daily topic using Tenors API. Wireframed, planned and created everything on my own.

Microsoft - *TEALs Teacher Assistant* Miami, FL | June 2021 – April 2022

- Helped a high school Computer Science teacher lead instruction and assisted in organizing curriculum.

Code Ninjas - Code Sensei

Broomfield, CO | Nov. 2019 – June 2021

- Taught around 200 kids aged 7-15 how to code in Python, Lua, JavaScript, HTML, C#, and Scratch
- Created online and in-person curriculum for camps and classes in Python and Lua which I used to create new ways of teaching kids during quarantine

Colorado School of Mines - High School Intern

Golden, CO | May 2020 – Aug 2020

- Taught Python to 30+ faculty, graduate students, professors and teachers around and in Colorado
- Managed the Computing For Good program and led a group to make a carbon footprint calculator webapp.
- Introduced middle school students to algebra-based programming language, BootStrap
- Led summer camps introducing kids K-8 to STEM related fields such as Space, Energy and the environment
- Helped write curriculum for introductory Python course

PROJECTS AND ACTIVITIES**LionJam 2024 & 2025**

January 2024 - March 2024 & November 2024 - February 2025

- Organized and led a 3-Week Game Hackathon 2 years at Columbia with a small group of other student leaders
- Organized speaker events, workshops, and lectures teaching students to games using the Godot Game Engine
- Speakers, Guests and Judges from Xbox, Activision, Riot Games, Playstation and other AAA games studios.
- Over 40+ students created their first games from scratch due to workshops and guidance

Bro I'm Literally a Fish: 1st Place Microsoft Intern Game Jam | Godot, Blender, Audacity, Asperite

July 2023

- Made a 3D Platforming Game inspired by N64 games using Godot for the Microsoft Intern Game Jam and got 1st place!
- Created all assets myself, including 3D assets in blender, user interface in Asperite and sound effects and music in a week!
- Led sound design and audio creation workshop!

Trivia Discord Bot | Java, Visual Studio, GitHub, Discord API, Java Discord API

January 2022

- Made a Discord bot using the Java Discord API and the Discord API which let users play trivia games by adding it to their server. Supplied 50,000+ available questions and tracked users stats

Faux: 7th place in Brackeys 4 Game Jam | C#, Visual Studio, Git, FMOD, MonoGame, Audacity, JSON, .NET

Aug 2020

- Made a platforming game in one week with a team by developing a game engine from scratch in C# with the .NET framework and MonoGame and placed 7th out of 2000 teams internationally

Bwog Staff Writer and Video Team Member

Sep 2021 - May 2024

- Help write about 1 article per week for one of Columbia's student organized news websites

AWARDS, SKILLS AND INTERESTS**Awards:** HSF Scholar, ColorStack Member, Columbia Engineering Dean's List x3, Microsoft TEALs Volunteer**Languages:** Java, Python, C#, C, C++, Objective C, Swift, JavaScript, React & Next.js, HTML/CSS, Lua, SQL, Spanish, Japanese**Developer Tools:** Git, PyTorch, Xcode, Visual Studio, JetBrains Suite, VS Code, Unity, Godot, Blender, Unreal, Perforce**Other Skills:** Adobe Suite(Photoshop, Premier, After Effects, Illustrator), Audacity, FMOD, Jira**Outside Interests :** Competitive Esports, Video game speedrunning, Physics, Astronomy, Eating, Board Games, Skiing, and Traveling