

Jack Kirk

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EDUCATION

Rochester Institute of Technology Rochester, NY

Bachelor of Science, Game Design and Development

Graduation May 2026

- GPA: 3.72
- Dean's List - Fall 2023, Spring 2024, Fall 2024, Spring 2025

SKILLS

Languages: C#, C++, JavaScript, HTML/CSS, Dart, Swift

Technical Skills: React, Node.js, Unity, Firebase, MongoDB, Redis

Tools & Cloud: Google Cloud Platform, Git, Jira, Trello, Visual Studio

EXPERIENCE

Rochester Institute of Technology Rochester, NY

Full Stack Developer (Co-op)

May 2025 - Present

- Continued co-op through Spring 2026, contributing to a research-driven application involving Gaussian Splatting and GPS localization
- Contributed across Android, web, and cloud-based components in a rapid iteration environment
- Analyzed existing systems and integrated mobile, web, and cloud components to ensure reliable end-to-end functionality
- Deployed and maintained backend services using Google Cloud Platform, diagnosing issues and implementing fixes
- Leveraged AI-assisted workflows to implement features, analyze code, and resolve bugs

Boone County Public Library

Burlington, KY

Information Technology Intern

Aug 2022 - May 2023

- Supported the deployment of the Boone Innovation Lab and Mobile Innovation Lab makerspaces
- Maintained IT systems, resolved technical issues, and assisted with security best practices

PROJECTS

Goalie Finder

November 2025 - Present

- Building a cross-platform platform to coordinate player availability and goalie demand for recreational hockey
- Developed using Flutter/Dart with Firebase and Firestore for authentication and real-time data handling

Yeti Tracks

November - December 2025

- Built a full-stack application for tracking ski sessions and performance metrics
- Developed frontend with React and backend using Node.js with server-rendered Handlebars
- Integrated MongoDB for persistent storage and Redis for caching

Mend

February 2025 - March 2025

- Developed a 2D platformer in Unity with gameplay systems and character mechanics in C#
- Collaborated in a 3-person team to deliver a complete game within a 12-day development cycle

LEADERSHIP ACTIVITIES

Boy Scouts of America, Eagle Scout

Nov 2018 - Nov 2023

- Led a community project building robotics tables for local schools to support STEM education
- Coordinated volunteers and managed project execution from planning to completion