

Jacob Thrall

Experience

Technology and Supply Buyer

March 2024 - Present

Boise State Bronco Shop

Boise, ID

- Served as technology and supplies purchaser after the retirement of the Tech and Supplies Buyer
- Proactively self-taught and efficiently performed existing job-duties of Tech and Supplies Buyer
- Collaborated with members across various in-store departments to achieve common goals
- Coordinated with VA counselors to expand technology package provision to new states
- Managed inventory to minimize overstock during product transitions, ensuring optimal stock levels and reducing excess
- Managed purchase orders in order to maintain current stock and prepare for future sales
- Assisted in successful invoice reconciliation processes with Accounts Payable

Peer Mentor

August 2022 - December 2023

Boise State Games Interactive Media, and Mobile Program

Boise, ID

- Worked with underclass students to help further understanding of working with code and game engines
- Helped to foster an interactive environment by coordinating events within the program
- Lead community software demonstrations for marketing student created content
- Facilitated open communication between students and faculty, addressing concerns and providing feedback
- Maintained a spreadsheet of checkout equipment ensuring that students returned items at appropriate times

Education

Bachelor of Science in Games, Interactive Media, and Mobile

Expected August 2025

Boise State University

Boise, ID

Relevant Projects:

Temporal Tides

Boise State Games Interactive Media, and Mobile Program

- Developed first-person space shooter with dynamic enemy AI.
- Programmed ship cannons and enemy fire mechanics.
- Designed a unique enemy attack system that mirrors player shots.
- Balanced gameplay mechanics for challenge and strategy.
- Implemented real-time spawning of enemy ships in 3D space.

Escapism

Boise State Games Interactive Media, and Mobile Program

- Developed a VR escape puzzle game with unique body-swapping mechanics.
- Programmed guard eye-tracking and location-swapping system.
- Designed puzzle mechanics utilizing character abilities (height, strength, etc.).
- Implemented interactive VR environment for immersive gameplay.