

# Jacob Thrall

## Experience

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### **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

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### **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.