Jacob Langlois

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Education

Northeastern University Sep 2023 - May 2027

Honors Candidate for Bachelor of Science in Computer Science and Mathematics *GPA: 3.96/4.0*

Coursework: Object Oriented Design, Discrete Structures, Mathematics of Data Models, Linear Algebra

Awards & Activities: Honors Program, Dean's List, Alpha Kappa Psi, Sandbox, Rock Climbing, Golf

Technical Skills

Languages: Java, TypeScript, JavaScript, Python, Ruby, SQL, HTML/CSS, C#
Frameworks & Libraries: React, Ruby on Rails, Node.js, Express.js, Tailwind, .NET, NumPy, Pandas, JUnit, Flask
Developer Tools: Git/GitHub, Linux, Docker, AWS, Terraform, PostgreSQL, Jupyter, Postman, VSCode, IntelliJ

Experience

Technical Lead & Head of DevOps Aug 2024 – Present

Sandbox at Northeastern *Boston, MA*

- Spearhead technical direction and development for GraduateNU, a degree audit platform serving 500+ students, by guiding architectural decisions, reviewing code, supporting developers, and ensuring platform stability
- Lead DevOps across GraduateNU and SearchNEU, managing AWS infrastructure, Terraform configs, and PostgreSQL upgrades while resolving production issues and collaborating on long-term infrastructure planning

Software Engineer Co-op Jan 2025 – Jun 2025

Smartleaf Inc. *Boston, MA*

- Developed core Advisor Portal features using Ruby on Rails, PostgreSQL, Stimulus, and JavaScript in a Scrum-based Agile environment, building simple UIs and robust backend logic with full Jest test coverage
- Owned key functionality within the Invest Cash epic, enabling bulk investment requests that replaced over 150 custom message requests—automating advisor workflows, improving efficiency, and reducing turnaround time
- Worked cross-functionally with product managers and QA to deliver features like Household Prospecting and Portfolio Overview Reports, allowing firms to engage prospects and enabling transparency across client portfolios
- Drove internal engineering growth by leading team syncs, and demoing new features at company-wide meetings
- Created detailed Jira tickets and Confluence docs to define feature specs and streamline engineer onboarding

Teaching Assistant - Foundations of Data Science Aug 2024 – Dec 2024

Khoury College of Computer Science *Boston, MA*

- Supported 170+ students through weekly office hours, addressing academic needs and support on course material
- Created assignments, practice work, and resources incorporating Python programming, focusing on libraries such as NumPy and Pandas, to reinforce mathematical concepts and ensure alignment with course learning objectives

Software Engineer Intern May 2024 – Aug 2024

Software Engineering Institute |Carnegie Mellon University *Pittsburgh, PA*

- Led the development of Ovilus, a real-time cyberwarfare training and simulation observation engine, utilizing SignalR C#, HTML, CSS, and JavaScript to animate cyber exercises and highlight key decisions and outcomes
- Developed GHOSTS-LITE, a lightweight network simulation tool using .NET, to simulate realistic network activity for cyber exercises, saving 1800GB of RAM during company exercises and reducing CPU utilization by over 60%
- Configured a locally-hosted LLM codebase to leverage GPU processing, reducing query response times by 90%+
- Implemented a SQLite authentication system and logging for the LLM, ensuring secure access for authorized users

Projects

IssueExpress | *TypeScript, React, Next.js, Supabase, TailwindCSS*

- Developed a full-stack web application that generates Agile Scrum tickets from Zoom meetings using the Groq API, streamlining the process of converting standup discussions into structured tickets for improved team productivity
- Designed an interactive, node-based interface to visualize, edit, and place tickets into approved/rejected workflows

NeuroJump | *Python, Pygame, NEAT-PYTHON*

- Created an endless runner game with core mechanics such as collision detection, obstacle generation, and motion
- Integrated the NeuroEvolution of Augmenting Topologies (NEAT) algorithm to enable machine learning capabilities, training the system on over 500 trials to autonomously adapt until it was played to perfection