

# Jake Chisholm

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## EDUCATION

**McMaster University** - *B.Eng - Computer Engineering*

*Expected Graduation: April 2028*

- **Relevant Coursework:** Principles of Programming, Data Structures & Algorithms, Circuits & Waves, Circuit Analysis
- **CGPA:** 3.90/4.00

## SKILL HIGHLIGHTS

- **Languages:** Python, Java, C, C++, C#, HTML, CSS / Tailwind, JavaScript, TypeScript, Node.js, React.js, Next.js, MATLAB
- **Technical Skills:** LTSpice, PSpice, Git, TinkerCAD, Arduino, Raspberry Pi, Oscilloscope & Signal Analysis, Analog & Digital Circuit Design, Figma, Technical Writing
- **Tools:** GitHub, Vercel, AWS
- **Transferable Skills:** Dynamic Communication, Creative & Critical Thinking, Strategic Time Management.

## WORK EXPERIENCE

**Product Integration Intern | Blank Space Corporation**

*May 2025 - August 2025*

- Developed & tested Node.js backend functions using ES6 features to extract, process & transform JSON data; with Jest unit tests.
- Built responsive, multi-page web applications within using the Next.js framework; leveraging TypeScript & Tailwind additionally.
- Integrated REST & WebSocket APIs (AWS AppSync) within web pages; the latter used for real-time business online order tracking.
- Collaborated on coding a delivery tracking page using Mapbox GL to visualize location & status updates.

**Junior Field Inspector | R.J. Burnside & Associates Ltd.**

*June 2024 - August 2024*

- Documented daily & weekly site activities with photo records & detailed reports.
- Utilized PDF XChange editor to perform contract-related markups, including design modifications & deficiencies.
- Operated surveying technology & measurement instruments to record elevations, distances & other quantities for engineering analysis.

## PROJECTS

**EngAcademy**

*July 2025 - Present*

- Collaborating with other McMaster students to create a website to provide a one-stop-shop for engineering students of all fields to have easily accessible academic resources & interview prep.
- I am the sole front-end developer on the project, handling the creation of our web application using a Next.js framework.
- I am the sole UI/UX designer on the project, employing the use of Figma to create the designs & user experience for the website.
- Assisting with project management responsibilities, coordinating scheduled meetings & resource organization for project efficiency.

**Full-Stack Personal Portfolio Website**

*June 2025 - Present*

- Developing a personal portfolio website to showcase personal & technical skills more in-depth.
- Programmed in Next.js, making use of vanilla CSS & Tailwind CSS for page styling & TypeScript for type safety.
- Utilized node.js & nodemailer packages to implement SMTP back-end capabilities for end-user contact.
- Using Figma for UI/UX design of the website.

**Game Development Projects**

- Over the span of many years, using the foundations of Game Design, principles, I've developed a variety of programming projects.
- Developed the snake game using C++, playable in the cmd terminal, with features using BST's, Hashing & other DSA principles.
- Created a single-device, two-player fighting game in Java using the libGDX game engine, featuring multiple characters & menus.
- Developed a re-creation of the NYT Wordle with bonus features incorporated, programmed in Java using JavaFX.
- Created a faithful remake of the arcade game Donkey Kong, programmed in Python using the Pygame game engine.