Aniebiet Jacob

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The University of Maryland, Baltimore County

B.S. Computer Science May 2020

Website: https://AniebietJacob.github.io | **Github:** https://github.com/aniebietjacob/ | **Linkedin:** https://www.linkedin.com/in/aniebietjacob/ |

Current Work /Projects

CMSC 104, Teaching Assistant | September 2017 - Present

Utilized: C, Github

Teach weekly classes to CMSC 104 students on C programming and Unix/Linux environment. Create videos on elementary coding techniques and tricks for the class to follow.

3D-UMBC, Executive Director, Head Engineer | May 2017 - Present

Project: Computer Architecture of a 3D Printer using E-Waste Utilized: CADD, C, C++

3D-UMBC aims to expose students and faculty on UMBC's campus to both 3D printing technology, and the importance of recycling e-waste (technological and electronic waste). This project will create 3D printers using recycled computer hardware. for UMBC student and faculty use! In edition, we will hold a school-wide event in which students and faculty will be able to learn more about 3D printing technology and e-waste projects.

Multi-Agent Planning and Learning Lab, Assistant Researcher | September 2017 - Present

Project: Abstract Markov Decision Processes in Robot Learning Utilized: Java, Git

Will be studying the importance of decision making within an artificially intelligent system.

E-Waste Electric Skateboard, Personal Project | June 2017 - Present

Utilized: CADD, C

Designed and developed an electric skateboard composed of e-waste products. This project aims to repurpose e-waste into something more productive.

Scholar, Personal Project | August 2017 - Present

Utilized: SQL

Creating a database system in order to help students prepare for and find appropriate graduate school programs or post-graduate programs.

Past Work/Projects

High Performance Computing Lab, Summer Research Assistant | June 2017 - August 2017

Project: Parallelization of Prompt Gamma Radiation Imaging System

Utilized: C/C++ , MatLab, R, RStudio, OpenMP, MPI Programming, Maya, Linux, Latex

Implemented an MPI algorithm in our code that parallelized our fast image reconstruction system. Our algorithm was written in a combination of C++ and C and utilized MatLab for imaging purposes, and was fully parallelized using MPI on the HPCF cluster maya.

Skills

PROGRAMMING: C++ | C | C# | Python | MatLab | R | Java | Javascript | Ruby | HTML5 | CSS3

TOOLS/FRAMEWORK:

Git/Github | Microsoft Office | Linux | LaTex | RStudio | Maya | MPI Programming | OpenMP

Coursework

-Object Oriented Design/Programming
-Discrete Structures
-Data Structures
-Assembly Languages

Awards & Honors

-National Security Agency Scholarship Program
-Meyerhoff Scholarship Program
-UMBC ProveIt! $10,000 Grant Grand Prize Winner
-CWIT Grace Hopper Conference Sponsorship
- iAAMCS National Conference of Blacks in Computing
Sponsorship
-Center for Women In Technology Affiliates Program
-Cyber Scholars Affiliate Program

Extracurriculars

- HackUMBC
-Women's Rugby

Publications

May 2017 **3D UMBC Prove It! Winners Article** :
http://retrieverweekly.umbc.edu/proveit-winners-announced/?platform=hootsuite