Aniebiet Jacob

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The University of Maryland, Baltimore County

B.S. Computer Science December 2019

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

Work Experience

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

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

http://retrieverweekly.umbc.edu/proveit-winners-announced/?platform=hootsuite

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

Under Dr. desJardin, will be studying the importance of decision making within an artificially intelligent system. This project will also mainly focus on Markov Decision Processes and how these would integrate into the decision making process for artificially intelligent systems

CMSC 104, Teaching Assistant | September 2017 - Present

Utilized: C, Git, Github, Linux/Unix

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.

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

https://userpages.umbc.edu/~gobbert/papers/REU2017Team6.pdf

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.

Personal Projects

E-Waste Electric Skateboard | June 2017 - Present
Utilized: CADD, C

AniebietJacob.github.io | June 2017 - Present
Utilized: HTML5, CSS3

Exploding Kittens Game | March 2017
Utilized: C++, OOP

Artificially Intelligent Navigator | February 2017
Utilized: C++

Maze Solver Algorithm | December 2016
Utilized: CADD, C

Connect 4 Game | October 2016
Utilized: Python

*All projects can be found on my website

**Software projects can be found on my github account

Skills

PROGRAMMING: C++ | C | Python | MatLab | R | Javascript | 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

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