**Jack O Jones**

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**The Colony, TX | (330) 464-0545**

**Software Engineer**

I'm a recent Computer Science graduate from The University of Texas at Dallas, achieving cum laude honors. With a strong foundation in programming languages and algorithms, I excel in team settings with collaborative spirit and effective communication. My passion for computer vision, machine learning, and robotics, along with hands-on experience at Space X View and participation in the Dallas Personal Robotics Group, drive my enthusiasm to contribute to the field of Computer Science and technology.

**SKILLS**

**(…)**

**EDUCATION**

**Bachelor’s in Computer Science**

The University Of Texas At Dallas **•** Richardson, Texas, USA **•** GPA: 3.73 **• Cum Laude** 08/2019 - 12/2023

**Graduated December 2023 GPA: 3.727 Cum Laude**

**MICROSOFT CERTIFICATIONS**

**Azure AI Fundamentals**

**LeetCode Points: (…) Problems Solved: (…)**

**WORK EXPERIENCE**

# WORK EXPERIENCE

**Space x View •** Japan (Remote) **•** Internship09/2022 - 10/2022

* Utilized Agile methodology and object-oriented programming to develop the company’s virtual reality platform
* Used the Unity Library, Git, and C# scripts.
* Created 2 city blocks, added a new avatar, and a mini map.
* Added new features, and objects to allow the user to move the avatar and open doors, and more.

**Software Engineer**

**PROJECTS**

# TodoQ Application 02/2024 - Present

* Created a FIFO to-do list application using Flutter and Dart.

# Coffee Robot 05/2020 - Present

* Simulates manufacturing coffee by making chocolate milk and placing a cap on the cup.
* Will eventually create nearly any coffee through an application.
* Developing application using Flutter for IOS and Android.

# 6Can Robot DPRG•08/2018 - Present

* Competed in the DPRG 6Can fall 2018 and 2023 competition, earned 3rd place.
* The robot used computer vision and ultrasonic sensors.
* The robot now uses a rotating LiDAR sensors in addition.

# Raytheon Drone Competition Raytheon & University of Texas at Dallas • 09/2023 - 12/2023

* Collaborated with Raytheon and fellow students of various degrees to develop a drone and ground robot.
* Specialized in developing the computer vision system of the drone utilizing linear algebra, Python, and Linux.
* Successfully created a computer vision system that would find enemy ground robots and get the global coordinates and velocity of a ground robot.
* Also specialized in preparing and flashing the drone’s Jetson TX2 Linux computer.
* Led the team in organizing meetings and working with the Electrical and Computer Engineering team.

# Slider Stack Game University of Texas at Dallas • 09/2023 - 12/2023

* Worked with a team to develop a Unity-based game where users stack ingredients on a sliding bun.
* Utilized skills and experience gained from internship to work with the team to create the game.
* Created programs and algorithms to make the bun move, spawn the food in the sky, and more.

# Pipe Anomaly Detection University of Texas at Dallas • 11/2023 - 12/2023

* Worked with a team on data generation and creating and training a deep learning computer vision AI system.
* Used a Convolutional Neural Network (CNN) deep learning algorithm to recognize damaged pipes.
* 100% success rate, on around 132 training photos.
* Worked with team members to create a rig to collect the necessary training images.

**Sidewalk Robot 07/2016 - 08/2019**

* Followed sidewalks using computer vision.
* Successfully tested a drive of around 2 miles while carrying a heavy payload of 6 cans and ice.
* The robot would follow the edge of the sidewalk using a camera and avoid people using various sensors.