

JAKUB BORYCKI

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EDUCATION

California State University San Marcos
Bachelor in Computer Science

San Marcos, CA
Aug. 2022 – Present

SKILLS

Languages: C/C++, Python, Java, SQL, MIPS Assembly

Frameworks & Tools: Scikit-learn, Arduino IDE, Google Cloud Functions

Developer Tools: VS Code, PyCharm, IntelliJ, Git/GitHub, GCP Console

Concepts: Data Structures, Algorithms, Machine Learning, Operating Systems, Databases, Networking

Languages: English (Fluent), Polish (Native)

Soft Skills: Leadership, Mentorship, Communication, Collaboration

EXPERIENCE

Lead Instructional Student Assistant

Aug 2025 – Present

California State University San Marcos

San Marcos, CA

- Lead and created workshops to enhance students understanding of computer science.
- Providing written reports to supervisor on formal observation of peer educator performance.
- Providing guidance and direction to peer educators to enhance their ability to meet and exceed job responsibilities.

Embedded Instructional Student Assistant

Sep 2025 – Present

California State University San Marcos

San Marcos, CA

- Assisted Computer Science professors and their students with their lectures and labs.
- Assisted with grading midterms, finals, scrum reviews, for Introduction to Computer Science and Introduction to Mobile Programming.

Instructional Student Assistant

April 2024 – May 2025

California State University San Marcos

San Marcos, CA

- Tutored undergraduate Computer Science students in core subjects to improve academic performance and conceptual understanding.
- Created targeted exercises and practice resources to enhance student learning and skill development.
- Help students prepare for harder computer science courses in the future.

PROJECTS

SteamFlix | Java

March 2025 – May 2025

- Collaborated in a team to develop a personalized game recommendation application based on user survey data.
- Integrated Steam Web APIs to fetch real-time game data, including titles, genres.

Mini Mechazilla | C, HTML

April 2025 – May 2025

- Designed and built a miniature robotic version of Mechagodzilla using an Arduino UNO R4 WiFi board.
- Programmed robotic leg movements, and integrated basic web-based control via HTML interface.

Chatroom | Python

November 2024

- Developed a local-network chatroom in Python that supports real-time text and image messaging between multiple users.
- Implemented socket programming for efficient peer-to-peer communication.

PDF Finder | Python, Google Cloud Platform

October 2025 – Present

- Developing a cloud-based application that locates PDFs of books online using either textual information or image recognition of the book's front cover.

Stock Market AI | Python, Machine Learning

October 2025 – Present

- Comparing machine learning models (SVM, LSTM, CNN, RNN) to predict stock market trends using Yahoo! Finance data.
- Evaluating models with simulated trading profitability to identify the most effective predictor