Jaime Almeida

(707)-319-4457 jaimecortezalmeida42@gmail.com linkedin.com/JaimeAlmeida

Education

California Polytechnic State University Expected June 2025
Bachelor of Science in Computer Engineering *San Luis Obispo, CA*
Relevant Coursework: Object Oriented programming, Data Structures, Discrete Structures, Software Engineering, Systems Programming, Circuit and Electronic Analysis Series, Digital Design and Logic, Computer Hardware Design and Assembly, Computer Hardware Architecture and Design, Hardware Security, Machine Learning for Embedded Systems

Skills

Programming Languages: Python, Java, JavaScript, SystemVerliog, Assembly, C
Technologies: React.js, Next.js, Prisma ORM, LTSpice, Eagle, Fusion 360, Vivado, VIM, Unix, Git, RISCV-ISA

Engineering Experience

Leasify (Cal Poly Student Subleasing Platform) January - March 2024
Full-Stack Developer - (Class Project) *San Luis Obispo, CA*
- Worked with a development team of six engineers in Agile practices, such as sprint planning and retrospectives, to evaluate the state of the project, pinpoint areas of improvement, and recognize accomplishments from the previous sprint.
- Developed property subleasing pages for creating and viewing listings in a full-stack environment utilizing React.js.
- Assisted in the development of database relations using Prisma.

Club Stride November 2019 – February 2020
Website Developer Intern *Vallejo, CA*
- Enhanced website functionality and user input for back-end programmers as well as improve interactivity for users.
- Utilized JavaScript, HTML, and CSS in a collaborative effort with another intern to develop a website that increased awareness for our organization's cause.

Projects

Siren Spark - (Personal Project, C) | *Embedded Systems Engineering, STM32 MCU* June 2024
- Developed a wake-up system that triggers a siren when a user's alarm rings continuously for more than four seconds, reducing missed alarms.
- Implemented on an STM32 Nucleo board with custom circuitry using MOSFETs, comparators, voltage dividers, and various integrated circuits.
- Audio frequency detection programmed in C, using STM32CubeIDE for peripheral and protocol setup up such as GPIO, USART, and integrated timers.

Application Grabber - (Personal Project, Python) | *Google Gmail API, Email scraping* December 2023
- Developed an algorithm to remove the unnecessary need of scrolling through Gmail for job application emails.
- Utilized a Gmail API to scrape an inbox for the 100 most recent job application emails and filter applications that a user must tend to.

MUSH (Minimally Useful Shell) - (Class Project, C) | *Piping, Dynamically allocated memory* December 2023
- Designed a replica Unix shell capable of performing Unix commands with redirectable I/O for an excellent user experience.
- Implemented batch processing, which allows a user to input a large chunk of commands as opposed to running them individually.

MyTar - (Class Project, C) | *Permissions, Directories, Symbolic links, File systems* November 2023
- Created file archiving tool that allows users to store and extract large sums of data.
- Designed with POSIX-specified USTAR formatting to keep header use consistent when operating on tar files.

Santa's Wonderland Video Game - (Class Project, Java) | *Algorithms, Design flow* December 2022
- Created an interactive game using Java that focuses on Object Oriented programming emphasizing polymorphism and inheritance.
- Constructed multiple entities that complied with an inheritance structure while utilizing pathing algorithms such as A-star.