

Ifreke Jacob

(240)-778-3769 | i23@umbc.edu | <https://github.com/IfyJacob>

Education

University of Maryland, Baltimore County | *Major:* Computer Engineering | *GPA:* 3.64

Related Classwork: Object Oriented Programming, Engineering Design, Data Structures, Circuit Theory, System Design & Programming in C

Skills

Frontend	Backend	Source Control
HTML/CSS Javascript (Learning on my own)	Python C++ C	Git(Gitflow)

Work Experience

OutSchool, Introduction to Python Programming Teaching Assistant

May 2020 - Present

Teach weekly classes to students in Python and Unix/Linux environment. Create videos on elementary coding techniques and tricks for the class to follow. Facilitate office hours and help students understand programming material.

Projects

Connect Four *Used: Python and File IO*

- Created a game of connect four in which two users can play or one player vs. the computer (using random number generator)
- Simplistic game of connect four that can be saved

Pirate Game *Used: C++*

- Created a game in which the user is randomly assigned a pirate and ship. The user then simulates a game where they search for treasure, fight other pirates, and attempt to retire in glory
- Taught me the importance of using classes

Verilog Light Switch *Used: Verilog and Breadboard (actual LED lights)*

- Created a simple light switch simulation in which the user must input correct values in order to turn on LED light
- The project gave me a visual understanding of logical applications
- Introductory level class assignments for computer engineering

Personal Website

- In progress