

# Jesse R. Jurman

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**Objective:** A co-op position in software development for the summer (2014), using new and innovative technologies, working in program management or software design and development.

**Education:** **Rochester Institute of Technology**  
- Bachelor's Degree in Software Engineering - Expected Graduation Date: May 2016  
- Current GPA: 3.21 (on a 4-point scale) - Deans List: Fall (2011-12), Fall (2012-13)

**Relevant Courses**

- Computer Science 1, 2, 3 - Software Engineering  
- Engineering of Software Subsystems - Process and Project Management  
- Personal Software Engineering - Imaging Science Fundamentals

**Research and Co-op:** **Rochester Institute of Technology** *January 2014*  
**SSE Project - Mycroft** -- App Developer  
Worked on API compliant Ruby, Javascript, and C# applications which helped expand the functionality of an Automated Lab Network system. This project was a collaboration of software engineering students over the winter break.

**Interactive Intelligence** *May 2013 - December 2013*  
**Testing Automation Co-op** -- Testing Automation Engineer Intern --  
Internship involving the automation of desktop software, telephone systems, networking, and various types of interactions. Scripts were written in JScript using the TestComplete software as well as in-house software which dictated interactions such as calls, emails, faxes, and instant messaging.

**Rochester Institute of Technology** *Fall 2013- May 2013*  
**Volumetric Display** -- Project Manager, Researcher, Software team lead --  
A spinning mirror system which creates holographic-like images that are generated and organized through software. It is a collaborative effort from several Software Engineers and Imaging Science students. The technologies covered branched from 3D imaging, low-level hardware, and projection systems.  
**WINNER OF THE PAYCHEX SPONSOR AWARD FOR MOST INNOVATIVE PROJECT AT IMAGINE RIT**

**Rochester Institute of Technology** *May 2012 - May 2013*  
**rBrick** -- Initial Author, Researcher, Initial Design --  
Multi-touch desktop application integrated with jBricks, that allows users to program nxc applications using real-world blocks with distinct touch points as segments of code. The project explored concepts in Programmability, Natural User Interfaces, and Accessibility.

**Technical Skills:** **Languages:**  
Ruby, Python, JScript, Java  
**Tools and Environments:**  
Linux (Arch, Ubuntu), Mac OS X, Windows, Hyper-V, Git, Mercurial, Perforce

**Activities:** Active member, project lead, and mentor in RIT's Society of Software Engineers (SSE)