

Jesse R. Jurman

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Objective: A co-op position in software development for the summer (2015), working in software design and development, or product management.

Education: **Rochester Institute of Technology**
- Bachelor's Degree in Software Engineering - Expected Graduation Date: May 2016
- Current GPA: 3.250 (on a 4-point scale) - Deans List: Fall (2011-12), Fall (2012-13)

Relevant Courses

- Mathematical Models of Software - Software Engineering
- Engineering of Software Subsystems - Process and Project Management
- Personal Software Engineering - Imaging Science Fundamentals

Research and Co-op: **Constant Contact** *May 2014 - August 2014*
Software Engineering Co-op -- Campaign Automation Development
Co-op which focused heavily on development in both Java and Javascript, for rich web-applications. Development included working with internal APIs and external frameworks, including Backbone and Marionette, as well as developing tests with Jasmine and JUnit.

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 Management, Research, 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 / jBrick -- Research and Development --
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:** JavaScript, Ruby, Java, Python
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)