Jesse Jurman

Rochester, New York 14617 (585) 743-0393 jrjurman.com jrj2703@rit.edu

Profile

Software Engineer interested in software design, development, and process / product management.

Interested in front-end development, imaging science, and scripting.

Active member, project lead, and mentor in RIT's Society of Software Engineers.

Proficient in Javascript, Ruby, Python, and Java.

Education

Rochester Institute of Technology

Bachelor's Degree in Software Engineering Graduation in May 2016

Current GPA: 3.250 (on a 4-point scale) Dean's List on Fall (2011), Fall (2012), Spring (2014)

Strengths

Software Engineering Imaging Science

Mathematical Models of Software Imaging Science Fundamentals

Engineering of Software Subsystems Computer Vision

Process and Project Management Vision and Psychophysics

Agile Process Methodologies

Research and Co-op

Constant Contact May 2014 – August 2014

Software Engineering Co-op — Developer for Campaign Automation

Development for a rich web application,

Javascript + Jasmine

including architectural design, front-end

Java + JUnit

development, integration with internal APIs, and

Backbone + Marionette

continuous testing of web-components. Git + Github + Jira

Interactive Intelligence

May 2013 – December 2013

Testing Automation Co-op — Testing Automation Engineer

Automated testing of desktop software including telephone systems, scripts, virtual machines, and Testcomplete

internal and open-source tools. Hyper-V
Perforce + Jira

Society of Software Engineers

rineers Fall 2013 – May 2013

Volumetric Display – Project Manager, Research Lead, Software Team Lead

A research project based on a university paper, Python + Blender

where I worked with both Software Engineering Trello

and Imaging Science students. DLP and Motor Hardware

WINNER OF THE PAYCHEX SPONSER AWARD FOR Git + Github

MOST INNOVATIVE PROJECT AT IMAGINE RIT

Rochester Institute of Technology

May 2012 – May 2013

rBrick / jBrick - Researcher, Developer, Testing Engineer

Lego Minestorms programming application

Java + MT4j

which focused on accessibility with a touch

Eclipse

device and audio feedback. Mercurial