JACKSON K. STANIEC

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EDUCATION

Cornell University *Ithaca, NY*
College of Engineering *Expected 05/2024*
- **GPA: 4.07** | Bachelor of Science, Computer Science.
- **Relevant coursework:**
  Introduction to Algorithms • Object-Oriented Programming and Data Structures • Data Structures and Functional Programming • Linear Algebra for Engineers • Modern Trends in Web Development • Discrete Structures

TECHNICAL SKILLS

Proficient Languages
Python • JavaScript • Java • HTML • CSS • OCaml

Familiar Tools and Frameworks
React • Git • Docker • Amazon ECS • Cloud Firestore

RELEVANT EXPERIENCE

Cogito Corporation *Boston, MA*
Telephony Software Engineer Co-op (6 Months) *01/2022 – 07/2022*
- Improved realism of call simulating tool used for load testing company's flagship real-time AI call analysis product.
- Opened new testing capabilities for container autoscaling that contributed to release of major product version.
- Ported call generating tool to be able to run on local Docker container, greatly accelerating development velocity.
- Automated manual configuration through writing Python metaprogramming module to output an XML document.
- Fulfilled QA feature request to create a user-friendly graphing interface to dynamically change call rate in tests.
- Gained familiarity with modern microservice development practices utilizing containers (Docker, Amazon ECS).
- Performed packet-analysis to debug network issues when working with the internet telephony protocol SIP.

Cornell University *Ithaca, NY*
Software Engineer | Research Assistant (3 Months) *05/2021 – 07/2021*
- Designed and created a tool to analyze Python codebases for modifiability and provided an interactive dashboard.
- Implemented custom data structures to maintain internal dependency and use relationships between Python files.
- Applied modified tree-traversal algorithms to abstract syntax trees of Python code to determine relationships.
- Gained experience transforming client feature requests into feasible project tasks for a 2-person development team.
- Practiced prototyping using the frontend frameworks Plotly Dash (Python) and Bootstrap (JavaScript, HTML).
- Contributed to module structure research by publishing the research tool and synthesizing relevant literature.
- GitHub repository: [https://github.com/antoniopugliese/module-structure]

Cornell Design and Tech Initiative *Ithaca, NY*
Technical Project Manager | Lead Developer for IDOL Subteam (4 months) *05/2022 to Present*
- Oversee the development of new project team website using Next.js and React technologies as lead developer.
- Maintain development velocity and conceive task assignments for 4-person team as technical project manager.
Developer for IDOL Subteam (9 months) *09/2021 – 05/2022*
- Collaborate with over 100 developers, designers, and marketers to initiate professional-grade web applications.
- Develop endpoint and API logic for admin forms that improve the organization and efficiency of other subteams.
- Practice industry-standards of pull requests and code reviews while working in a production environment.
- Refine full-stack web development skills with frontend framework React and backend tools Express and Node.js.
- GitHub repository: [https://github.com/cornell-dti/idol]

Course Staff: Data Structures and Functional Programming *Ithaca, NY*
TA | Autograder Developer (3 Semesters) *09/2021 to Present*
- Lead a discussion section, hold office hours, and facilitate logistics for students in core computer science course.
- Deploy and maintain autograder used for over 300 student submissions in each of the 4 to 5 projects per semester.
- Minimize manual regrades per project by refining autograder to accept various types of malformed submissions.
- Serve as project manager for 7 to 8 students overseeing a semester of development in their final team projects.

PROJECTS

Game of Life *Ithaca, NY*
Term Project (4 months) *02/2021 – 5/2021*
- Created the board game Life with an interactive GUI using OCaml in a test-driven agile development environment.

Objected-Oriented Programming Coursework *Ithaca, NY*
Individual Projects (4 months) *08/2020 – 12/2020*
- Implemented depth-first and breadth-first tree traversal algorithms using best-practices in Java development.
- Designed data structures like linked lists, binary trees, and priority heaps and employed complexity analysis.