Jacob Bendele

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EDUCATION

Bachelor of Science Degree | Computer Engineering 2018 - 2020
University of Central Florida GPA: 3.93

Associate of Arts Degree | Computer Engineering 2014 - 2017
Indian River State College GPA: 3.70

EXPERIENCE

Test Engineer CWEP at Lockheed Martin Jan 2020 - Current
University of Central Florida, Orlando, Florida

- Responsible for the software development of a laser based calibration station for F-35 EOTS (Electro Optical Targeting System) test equipment. Worked with an existing code base utilizing NI LabVIEW to fix bugs and add features. The completion of the station resulted in a three day time savings for the calibration process.
- Implemented diagnostics for an F-35 EOTS test station during a complete software rewrite. Used NI TestStand to sequence calls to onboard mesurmeent devices within the test station.
- Worked alongside the Test Engineering team to support the day to day operations of F-35 EOTS testing stations. Participated in peer reviews, software rewrites, and collecting station data.

SKILLS

Programming: Java, C, JavaScript, Flutter, Dart, Python, HTML/CSS, SQL, NI Automated Test Suite
Systems: Linux Servers and Hosting, Relational Databases, Troubleshooting Computers and Networks

PROJECTS

Musicode https://github.com/Jacob-Bendele/Musicode
A music utility application with which one would scan the UPC barcode on CDs, vinyl records, or any other musical medium. Musicode will then use the scanned barcode to generate a link to the album's Spotify page. The application was developed using Flutter, Dart, Firebase, a UPC database, and the Spotify API.

Graph Visualizer https://jacob-bendele.github.io/Graph-Visualizer-Project/
A graph visualizer that randomly generates an undirected 3D graph in a web browser. The nodes are placed via a force algorithm. Common graph traversal algorithms, such as BFS and DFS are visualized. The project was developed using JavaScript and three.js, a Javascript 3D library.

Object Detection Drone *(Ongoing)* https://bendele.xyz/#portfolio
An ongoing capstone project in which I am working with a team of four to design a computer vision drone. The drone will implement a camera and transmission system. These systems will work together to transmit the video from the drone back to a pilot Android application. This application will implement an object detection algorithm that uses the drone's video stream as input. The team and I have drafted a complete design document and are currently in the development/production phase. My active role for this project is as a team lead and software developer. My responsibilities as team lead include organizing meetings, division of labor, and generating milestones. While my contributions consist of design and development for the pilot application.