JACOB HACKER

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SECURITY CLEARANCE

- Top Secret (November 2019 December 2020)
- Secret (January 2021 Present)

SKILLS & ABILITIES

- Operating Systems: Linux, Windows, Ubuntu
- Languages: PowerShell, C#, JavaScript, Python, C++, MySQL
- Game Engines: Unity with C#, Unreal Engine 5 with C++
- Other: Bitbucket, GitHub, Jira, Confluence, Crucible

PROFESSIONAL EXPERIENCE

Software Engineer

Lockheed Martin, Orlando, FL Jan. 2021 - Present

- Test and integrate software installs for F-35 training systems' deployments
- Coordinate with team members to facilitate updates and technological advancements for Portable Maintenance Aids (PMA)
- Utilize Agile to plan sprints within Jira for software development tasks
- Develop PowerShell scripts to automate software upgrades to ensure efficient field installs
- Maintain and organize Oracle databases for PMA Graphical User Interface (GUI) to convey information to the user
- Interact with Domain Controllers that host various assets and enforce security policies on the assets
- Streamline development process utilizing Bitbucket for code updates
- Lead and train new team members utilizing documentation on Confluence

Software Engineer

Avarint, Buffalo, NY Oct. 2019 - Dec. 2020

- Served as design lead to implement LaTeX for use in code documentation
- Developed and implemented code for GUIs using C++ and the Qt framework to meet customer needs
- Developed and updated graphical user interfaces to refine future software patches

IT Assistant

University at Buffalo, Buffalo, NY Sept. 2017 – Aug. 2018

• Updated existing PowerShell scripts to fully automate system updates to end users

VOLUNTEER EXPERIENCE

University at Buffalo

Nanosatellite Lab Space Program Club Aug. 2016-Dec. 2016

- Created and bug tested software used for communication between satellites
- Worked with other members of Nanosat to design and implement graphical user interfaces

EDUCATION

Bachelor of Science in Computer Science, 2019 University at Buffalo, Buffalo, New York