Jacob Eaton

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Education

California Baptist University Riverside, California | Bachelor of Science in Software Engineering | GPA 3.81
April, 2023

Experience

BrandCurb | Web Development Intern (Remote)

Toronto, Canada | May 2022 - July 2022
- Developed 3 responsive web pages, leveraging HTML, CSS, and Bootstrap for client companies.
- Optimized web performance by implementing FAQ schema markup, enhancing search engine visibility.
- Streamlined updates for client companies by implementing RSS feeds on two webpages.
- Constructed an interactive map using Leaflet.js to display client companies video game data.

Projects

Large Language Model Research Tool

Riverside, California | January 2024 – February 2024
- Utilized LangChain framework to access OpenAI API.
- Leveraged FAISS-cpu as a lightweight option for performing a similarity search through a vector database stored locally as a .pkl file.
- Built a basic UI using Streamlit in order to allow users to interact with the project in a way more similar to chatGPT.
- Users provide URLs of articles and can input questions to be answered using the GPT 3.5 model.

Computer Assisted Testing Tools

California Baptist University Riverside, CA | September 2022 – April 2023
- Designed algorithm to calculate P-values for questions to be used in computer assisted testing system using student responses and least common squares method, allowing the client to rescore question data from within the platform and while away from the computer.
- Learned and implemented scripts in R coding language.
- Gained team working and leadership experience by working with a small team of four and meeting weekly with a client to go over progress and expectations.

Embedded System Pokemon Video Game

California Baptist University Riverside, CA | March 2022 – April 2023
- Designed a Pokemon based video game utilizing an embedded device as the front-end client with a google cloud project backend.
- Implemented a series of google cloud functions using Node.js runtime that handled all of the back-end logic for the game including very realistic battle mechanics mimicking those from the base Pokemon franchise.
- Utilized google Firestore database for storage of data for over 150 individual Pokemon, as well as storing data for sprites as bitmaps to be displayed on the embedded system front-end.

Skills

Data Structures and Algorithms | Networking | Operating Systems | Embedded Systems | Discrete Math | Statistics | Java | JavaScript | React.js | Node.js | HTML | CSS | PHP | C++ | Version Control(Git)