

Jacob Eckroth

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EDUCATION

OREGON STATE UNIVERSITY, Corvallis, OR

Aug 2019 – Jun 2022 (expected)

Computer Science with a focus in Simulation and Game Programming

- GPA: 3.99
- Graduating in 3 years
- Relevant Coursework: Data Structures, Analysis of Algorithms, Web Development, Object-Oriented Programming

PROFESSIONAL EXPERIENCE

LEAD ENGINEERING AMBASSADOR

Oregon State University, Apr 2020 – Present

- Coordinating a team of 25 engineering ambassadors to effectively represent the college of engineering
- Communicating with OSU Faculty, community members, alumni, industry, and donor partners to schedule events, and ensuring that the ambassadors attending those events are adequately prepared
- Leading tours and responding effectively to any questions that students/parents on the tour have about OSU and engineering
- Facilitating College of Engineering events, and ensuring that they proceed smoothly

RESEARCH ASSISTANT

Oregon State University, Feb 2020 – June 2020

- Worked as an assistant in the Google Math+CS project under my mentor Rebekah Elliot
- Analyzed 15+ hours of audio data and wrote reflections on how pre-teacher candidates applied previous math knowledge to learning new computer science knowledge, with a focus on loops
- Participated in team meetings as a recent graduate of secondary school and provided insight on CS topics
- Transcribed and wrote summaries of how pre-teacher candidates worked with Python modules

SKILLS

- **Technical Skills:** C/C++, HTML/CSS, JavaScript, Python, OpenGL, OpenCL, CUDA, GLSL, ASMx86, Haskell
- **Personal Skills:** Coordinating team projects, effective communication, strong work ethic, and time management

SOFTWARE PROJECTS

- **Collage Creator:** Created a website where users can upload images and it automatically creates a collage
- **Class Tracker:** Created a bot that automatically queried and scraped the OSU class registration website and sent email alerts if the seats remaining in a class dropped below a certain number
- **Chess Engine:** Created a chess engine program from scratch using C++ and SDL2 with all the functionality of chess implemented, including checks, checkmates, stalemate, and en passant.

EXTRACURRICULARS

TENNIS CLUB

- Playing with the OSU Tennis Club and participating on the team during tournaments against other schools

CHICKTECH

- Volunteering at ChickTech events: helping with soldering, programming, and giving the perspective of a college student in engineering