

# Jacob Levine

## Software & Digital Arts Engineer

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## PROFILE

I am a creative engineer who is passionate about programming, sports, music, gaming, and technology. I am ready to produce results in a software, data, or audio/video engineering role where I can utilize my creativity and technical skillset to drive efficiency, team building, and revenue growth.

## EXPERIENCE

### Sintavia, Fort Lauderdale, FL - *Software Engineer Intern*

MAY 2024 - AUG 2024

- Designed and developed multiple responsive pages for the internal company site, including an Admin page for log monitoring, an Active Working Hours page for user tracking, and a KPI dashboard to visualize additive machine performance, using React.js frontend and .NET Core backend.
- Boosted company productivity and cost-efficiency by programming an Arduino Nano ESP32 outside classified technology-restricted areas. This innovative real-time alert system, written in C#, extended machine monitoring from limited shift hours to 24/7 coverage, enabling immediate response to equipment issues.
- Engineered a real-time alert messaging system that asynchronously monitored additive machines through live API polling; automatically emailed engineers upon offline detection or failed status updates, significantly reducing downtime and maximizing machine utilization.
- Created a centralized log storage and retrieval platform with date-specific filtering, empowering faster issue resolution through an integrated React.js frontend and a .NET Core backend service.
- Managed and prioritized development tasks and project progress using a Jira ticketing system to ensure timely delivery and clear communication across engineering teams.

### Vision Movies, Miami, FL - *Sound/Video Engineer Intern*

MAY 2023 - AUG 2023

- Worked closely with team members and engineered high-quality visuals and sound effects using Adobe Premiere, Photoshop, Ableton, Final Cut Pro, and DaVinci Resolve for film and media projects.

## EDUCATION

### University of Florida, Gainesville, FL

AUG 2020 - MAY 2024

*Bachelor of Science in Computer Science (Digital Arts and Sciences)*

GPA: 3.70 / 4.00 (Cum Laude)

## PROJECTS

### [Miner Inconvenience Game](#), Multimedia Production

JAN 2024 - MAY 2024

- Developed and authored C# scripts for a 3D endless runner game in Unity, utilizing procedural generation for dynamic gameplay.

### [Trace Race Game](#), Data Structures and Algorithms

MAY 2023 - AUG 2023

- Developed an educational game in C++ to visualize and analyze various search algorithms to provide visuals for learning about data structures and algorithms.

## SKILLS

**Tools:** VSCode, Visual Studio, Github, Photoshop, Ableton, Premiere Pro, Final Cut Pro, DaVinci Resolve.

**Tech Stack:** C#, C++, JavaScript, HTML, CSS, Java, Python, SQL, React, .NET, Node.js, npm, Yarn.

**Hobbies:** 20+ years of playing the piano, Earned a Superior rating in Solo & Ensemble. Passionate about golf, basketball, and tennis.