Jacob W. Levine

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EDUCATION

University of Florida | Gainesville, FL
Bachelor of Science in Digital Arts and Sciences (Computer & Information Science & Engineering)
Graduated: May 2024 | **GPA: 3.70 / 4.00 (*Cum Laude*)**

WORK EXPERIENCE

Sintavia | Fort Lauderdale, FL
Software Engineer Intern: May 2024 - August 2024
• Designed and implemented multiple responsive pages for the internal company site 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.
• Developed a real time alert messaging system in C# 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.
• 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
Video/Audio Engineer: May 2023 - August 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.
• Designed and engineered custom sound effects, enhancing the auditory experience and aligning with the creative vision of each project.

PROJECTS

Miner Inconvenience Game, *Multimedia Production Project:* January 2024 - May 2024
• Developed scenes and authored C# scripts for a 3D endless runner game in Unity that utilizes procedural generation.
• The game is live on itch.io and can be downloaded for a single player experience.

Mood Music, *Human Computer Interaction Project:* August 2023 - December 2023
• Developed an interactive application that personalizes music based on user emotions using React for the front end and a Python-based backend, significantly enhancing the user experience by delivering tailored music recommendations.

CASM Google Authentication, *Software Engineering Project:* August 2023 - December 2023
• Led a team in integrating Google authentication into a React application using Yarn, npm, and Node.js, streamlining the user login process and enhancing security and user experience.

Trace Race, *Data Structures and Algorithms Project:* May 2023 - August 2023
• Developed a game in C++ to visualize and analyze various search algorithms, providing an interactive tool for algorithm experimentation and enhancing educational resources for learning data structures. Github Link.

TECHNICAL SKILLS

Tools: VSCode, Visual Studio, Github, Photoshop, Ableton, Premiere Pro, Final Cut Pro, DaVinci Resolve.
Tech Stack: JavaScript, HTML, CSS, Python, C#, C++, Java, SQL, React, Angular, .NET, Node.js, npm, Yarn.
Hobbies: Passionate about golf, basketball, and tennis. 20+ years of playing the piano and 8+ years producing music.