

# 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 - Digital Manufacturing Intern

MAY 2024 - AUG 2024

- Increased company productivity and cost-efficiency by programming an Arduino Nano ESP32 with a real-time alert system in C# to monitor the status of all 3D printing machines 24/7. This system extended coverage from 8 hours per day to around-the-clock monitoring, enabling immediate issue identification, minimizing downtime, and maximizing profitability.
- Developed a centralized log storage and retrieval system with a responsive React.js frontend and a .NET Core backend for the Opcenter dashboard. This enabled streamlined issue tracking with date-specific log filtering and efficient data retrieval.
- Collaborated with the Digital Manufacturing Team to develop code for the internal company site to address technical challenges, optimized 3D printing additive machines through error and printing status tracking, and enhanced operational efficiency and cost-effectiveness. Managed tasks and progress using a Jira ticketing system to ensure effective project execution and tracking.

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

MAY 2023 - AUG 2023

- Engineered high-quality visuals and sound effects using Adobe Premiere, Photoshop, Ableton, Final Cut Pro, and DaVinci Resolve for film and media projects.
- Worked closely with team members to fine-tune audio elements, ensuring seamless integration of sound with visual media and contributing to the creative vision of high-profile projects.

## EDUCATION

### University of Florida, Gainesville, FL

AUG 2020 - MAY 2024

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

GPA: 3.70 / 4.00 (Cum Laude)

## PROJECTS

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

JAN 2024 - MAY 2024

- Developed a 3D endless runner game in Unity, utilizing procedural generation for dynamic gameplay. Authored all C# scripts defining mechanics that challenge players to beat their high score while navigating an underground mine.

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

MAY 2023 - AUG 2023

- Developed a game in C++ to visualize and analyze various search algorithms, providing an interactive tool for experimentation and enhancing educational resources for learning data structures.

## 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.

**Sports:** Passionate about golf, basketball, and tennis, staying updated on professional tournaments and sport developments.

**Music:** 20 years of playing the piano, 8 years of music production; Earned a Superior rating in Solo & Ensemble.