

# Jacob W. Levine

Plantation, FL | (954) 812-8833 | [jacoblevine04@gmail.com](mailto:jacoblevine04@gmail.com) | [LinkedIn](#) | [Portfolio](#)

## EDUCATION

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**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

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**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

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**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

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**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.