Jacob Levine

Software & Digital Arts Engineer

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[Portfolio](#)

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EXPERIENCE

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

MAY 2024 - AUG 2024

- Designed and implemented multiple responsive pages for the internal company site, including an Admin page for log monitoring with date specific filtering, 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.
- 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 - *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
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. [Github Link](#).

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.

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.