

Jacob W. Levine

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

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)**

EXPERIENCE

ServiceNow Certified System Administrator | Plantation, FL

Associate System Administrator: May 2025 - June 2025

Professional System Administrator: June 2025 - July 2025

- Certification No. 27301484

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 external Arduino Nano ESP32 to alert engineers when an error occurs inside the 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, enhancing the user experience by delivering tailored music recommendations.

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.