

Jacob Luytjes

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SUMMARY

Highly motivated computer science student with a 4.0 GPA and practical experience in software engineering and game development. Proficient in JavaScript, React, and C++ with a commitment to continuous learning and quality code.

EDUCATION

Aurora University, Aurora, IL

Expected May 2026

Bachelor of Science in Computer Science

GPA: 4.0

- Utilized object-oriented design, web development, and GitHub
- Minor in Math and Philosophy

Waubonsee Community College, Sugar Grove, IL

May 2024

Associate of Science in Computer Science

GPA: 3.96

- Relevant course work : Data structures and algorithms, C++, and Java

PROFESSIONAL EXPERIENCE

PromoterMotor / NourishCap, North Webster, IN

August 2025 - December 2025

Software Engineer Intern

- Developed new systems and improved existing ones to support evolving product needs and increase users by more than 10%
- Automated multiple workflows using Node.js and FFmpeg to stream line processes
- Optimized AI prompts to enhance output quality and consistency to reduce human review by 30%
- Utilized Python and BeautifulSoup to scrape and format data to increase users by 5%

TECHNICAL SKILLS

- Languages: JavaScript, TypeScript, HTML, CSS, Java, C#, C++, Python, SQL
- Frameworks: Node.js, React, React Native, Express, Handlebars, Bootstrap, BeautifulSoup
- Tools: Unity, Godot, Git/GitHub, FFmpeg, JIRA

INVOLVEMENT

Computer Science Association, Aurora University, Aurora, IL

September 2024 - Present

Leader

- Taught basic game development and Godot, as well as other programming concepts, in engaging formats
- Created and fostered a space for students to share technical interests and collaborate on projects
- Facilitated collaboration between programmers to foster communication skills

PROJECTS

- Built a Bignum number system using C++ to work on test-driven development and bug fixing
- Built a Grade Calculator with React to learn react and make dynamic websites
- Designed a state diagram maker in Typescript to reinforce class concepts and help students make diagrams

HOBBIES AND INTERESTS

- Developed over twenty video games in Unity and submitted five games to game jams on itch.io