JACOB SCHNECK

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EDUCATION

B.S. Mechanical Engineering | Minor Computer Science | University of Vermont

- **Awards:** UVM Merit Scholarship, 4x Dean's list   2017 – 2021
- **GPA:** 3.65

Relevant Coursework and Skills

- **Technical Skills:** Git Version Control, SQLite, Object Oriented Programming, MVC, Vim/VS Code, Linux CLI, WSL, HTML, CSS, Make, MATLAB, Latex, SolidWorks, ANSYS – FLUENT
- **Programming Languages**: Python, Java, C++, JavaScript (Node/React/TypeScript), Rust, C
- **Course Work:** Operating Systems, Design of Algorithms, Advanced Programming in C++, Data Structures and Algorithms, Control Systems, Numerical Modeling, Numerical Analysis, Embedded Systems, Computational Fluid Mechanics, Computer Organization

EXPERIENCE

Capstone Design | UVM Early Mobility Project   Fall 2019 – Spring 2020

- Constructed a mobility chair driven by head movement for children with mobility disorders
  - o Led development of motion caption device aimed at tracking head movement
  - o Developed and integrated a control unit into the mobility chair using a Raspberry Pi computer and with the GPIO python library
  - o Implemented Scrum framework to manage tasks with engineering team

Undergraduate Research Assistant | UVM Vibrations Laboratory   Summer 2019

- Implemented Arduino-based GPS system for an autonomous metal detector
- Developed custom device for collection of magnetometer data using development boards
- Worked with graduate students to execute and document research projects

Teaching Assistant | Intro to AutoCAD and Solid works   Fall 2019

- Worked with Lecturer to teach students basic skills in engineering graphical design

Summer Help | North Shore Water Reclamation District   Summer 2018

- Worked around/cleaned industrial equipment

PROJECTS

- "Ice Cream Inventory", JavaScript/Express/React/SQLite/CRUD
- "Conway's Game of Life", Typescript/React/Chart.js
- "Age of Empires II Stats Tool and Draft Tool", JavaScript/React/Chart.js
- "Virtual Memory Management", Rust
- "Rust vs C++ Performance Comparison", Rust/C++/Python/Matplotlib
- "4D Shapes Rendering Library", C++/OpenGL/GLUT/Object Oriented
- "Flowers!", C++/OpenGL/GLUT