

Experience

Software Engineer, Intern

Wolfram Research

Summer 2016

- Re-architecture and rebuilt the file system, landing page, and a variety of other components from the ground up using React, MobX and Flow.
- Wrote custom bash scripts to implement code linting both locally and on the build server, reducing code review time by over 50%.
- Developed a scalable notification queue for the Cloud Project which allows notifications to be pushed and dismiss asynchronously across the entire project.
- Taught a team of full time developers how to write efficient and extensible React code.

Software Engineer, Intern

Hootsuite

Fall 2015

- Added the support for custom thumbnail images on Facebook and LinkedIn by using their respective APIs and Hootsuite's Owly CloudFront database.
- Aided in the development of a unified mention system which allows users to search for users across Twitter, Facebook, and Instagram. Furthermore, each mention is rendered correctly on their respective social network.
- Implemented a feature that allows users to upload, schedule, and replay videos to Facebook and YouTube to and from the AWS S3 database via signed AWS form. Metadata and key frames are returned via AWS Lambda and made accessible to the users.
- Created a build and deploy process that allows developers to push Chrome extension changes in one click. This process cut the time to deploy from days to hours.

Software Engineer, Intern

IBM

Spring 2015

- Developed a web app using d3.js to visualize over one million nodes, and more than a billion dollars in revenue for IBM's software brokering business.
- Helped create and maintain an internal metric measurement system where sales people can view their information and goals, and managers can keep track of all their employees' progress.

Education

Bachelor of Software Engineering (3.7 GPA)

University of Victoria

Expected December 2017

Projects

Code samples, additional projects, and information can be found at <http://www.JakeCooper.me/> or <http://www.github.com/JakeCooper>

- **Locale:** A location based chat service where users can chat with people around them. Won "Best Use of Google API" and "Best Use of Overall API" at nwHacks 2014. (Facebook and Maps API, Backbone, Node.js, CouchBase)
- **Bookie.gg:** A website that allows users to bet on their favorite e-sports teams. (PHP Laravel, Node.js, Go)
- **PoGo Maps:** Public and private contributions to the largest Pokemon Go Maps project. (JavaScript, Python)
- **GloboGym:** A real-time gym scheduling application that keeps track of bookings. (MEAN stack, Socket.io)
- **LivePoll:** An application to poll an audience during conferences or presentations. (React Native, Redux, FireBase)
- **Bartendr:** An iOS application that selects a mixed drink based on your ingredients. (Swift, Node.js, MongoDB)
- **Mixr:** An application users to queue music and listen in-sync with other users. (React, Node.js, Firebase)
- **Smith:** A Snake AI written in Python to fight against other snake AIs. Won "Most Kills" at BattleSnake. (Python)
- **OnePlus "Hack":** Discovered and detailed a software exploit which received 150k+ views on Medium. (Python)
- **UVIC ACM:** Member of UVIC Programming club with aspirations to qualify for ACM ICPC. (Python + Others)