**Professional Summary**

Innovative software engineer with a Master’s in Machine Learning and Artificial Intelligence and over two years of professional experience building high-performance AI-driven systems. Expert in C++, Python, and neural network implementation. Skilled in reinforcement learning, algorithm optimization, and solving complex technical challenges.

**Technical Skills**

* **Programming Languages**: C++, Python, C#, Java, SQL, Perl, Javascript, HTML, css/xml, F#, PHP, Kotlin
* **AI/ML Technologies**: Neural Networks, Reinforcement Learning, Q-Learning, Markov Decision Processes, TensorFlow, PyTorch
* **Development**: Unreal Engine 5 (5.2–5.5), Scripting, AI/NeuralNetworks, Procedural Content Generation, Neural Network integration, Mobile Development, Shell scripting, Linux, Databases
* **Tools & Platforms**: Visual Studio, Git, Perforce, Linux, AWS, Docker, Google Analytics 4
* **Technologies**: Multithreading, Network Programming, Shader Development, 3D Math, Data Pipeline Automation
* **Methodologies**: Agile (Scrum/Kanban), Code Reviews, Debugging, Performance Optimization

**Experience**

**Robs Complete Automotive (Contractor)**

Solution Architect | 9/2024 – 7/9/2025

* Utilized computer engineering skills to develop & maintain Revenue and Profit based reports.
* Setup integration between shop management tool and web-based scheduling application.
* Created, and analyzed Google Analytics for shop owner’s website.
* Educated shop owner and shop management on transformational processes and procedure development.

**Professional Experience**

**Centuria (Contractor for National Oceanic and Atmospheric Administration)**

*Scientific Applications Programmer / Database Administrator (Security Clearance)*

Stennis Space Center, MS | 8/2022 – 8/2024

* Engineered a high-performance file retrieval system in C++ and Java, transitioning from FTP to HTTPS, reducing bandwidth usage with optimized hashmap-based algorithms.
* Automated large-scale data pipelines using Python and SQL, integrating netCDF datasets into databases, cutting processing time and ensuring data integrity for HFradar archives.
* Optimized real-time system performance with multithreaded C++ modules and enhanced Linux cron jobs, increasing update frequency for mission-critical applications.
* Debugged complex system integration issues in C++, resolving asciiId errors, correcting and improving data processing efficiency.
* Led migration of four websites to Google Analytics 4, improving user engagement metrics through seamless data tracking.

**Work Experience**

**Walmart**

*Sales Associate and Automotive Technician |* 7/2015 – 8/2022

**College AI and Game Development Senior Projects**

**3D Snake Game with Neural Networks**

*Unreal Engine 5.2, C++ | Published on itch.io:* [*https://jayblankenship.itch.io/snake3d*](https://jayblankenship.itch.io/snake3d) *| 2023*

* Developed and published a 3D Snake game featuring neural network-controlled NPC snakes, achieving an excessively high win rate that increases as time goes on in simulated environments using Q-Learning and Neural Network implementations.
* Optimized reinforcement learning algorithms, reducing computation time through efficient data structures, parsing and tokenization.
* Integrated real-time performance monitoring, enhancing gameplay responsiveness.  
  *Portfolio*:<https://github.com/JayBlankenship>

**Open-World Multiplayer Networked Survival Game**

*Unreal Engine 5.2, C++, Blueprint, SQL | 2023 – 2024*

* Designed AI-driven gameplay mechanics and character behaviors in C++ and Unreal Engine 5.2, reducing input latency through code optimization.
* Implemented networked multiplayer features with a SQL-backed database and Kotlin API, achieving reliable real-time data synchronization.
* Optimized build configurations and resolved preprocessor macro errors, enabling Live Coding and reducing iteration time.  
  *Portfolio*:<https://jayblankenship.github.io/>

**WebGL/OpenGL 3D Graphics Demo**

*WebGL, OpenGL, JavaScript | 2022*

* Created interactive 3D rendering applications with Phong and Gouraud shading, optimizing shaders to improve frame rates.
* Implemented camera movement and hierarchical transformations, enhancing rendering efficiency and user interaction.  
  *Portfolio*:<https://www.youtube.com/watch?v=tDC5uYWP46Y>

**Education**

**M.S., Machine Learning and Artificial Intelligence**

University of Illinois at Chicago, College of Engineering | 7/2023 – 12/2024

*Relevant Coursework*: Deep Learning, Reinforcement Learning, Large Language Models

**B.S., Computer Science**

University of Illinois at Chicago, College of Engineering | 5/2017 – 12/2021

*Relevant Coursework*: Algorithms, 3D Graphics Programming, Data Structures

**Prerequisites**

Elgin Community College

**Additional Achievements**

* Published AI-driven 3D Snake game on itch.io [(https://jayblankenship.itch.io/snake3d)](https://jayblankenship.itch.io/snake3d), showcasing neural network implementation for NPC behavior.
* Developed an optimized Unreal Engine 5.2 project, leveraging Live Coding tools to streamline Networked InventorySystem code development, achieving a reduction in iteration time and establishing a robust system architecture for the inventory.
* Automated National Oceanic and Atmospheric Administration data workflows, saving hours annually in manual processing.
* Recognized by National Oceanic and Atmospheric Administration administrators for resolving critical data inconsistencies in mission-critical systems.