# JESSE M. BROWN

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in JessexBrown

github.com/JessexBrown

Expected May 2026

TECH GPA: 3.81/4.00

# **EDUCATION**

University of Illinois at Urbana-Champaign Bachelor of Science in Computer Science

**Relevant Coursework:** Data Structures and Algorithms, Computer Architecture, Systems Programming, Numerical Methods, Software Design Lab, Prob & Stat for Computer Science

# **TECHNICAL SKILLS**

Programming Languages: C++, C, Python, Kotlin, Javascript

Other Skills/Tools: Git, GDB, Unreal Engine, React, HTML, CSS, MIPS

Spoken Languages: English

# **WORK EXPERIENCE**

1023sms Remote

Software Quality Assurance Tester

March 2022 – September 2022

 Assessed software application to provide insight into bugs and possible improvements following recent pushes allowing for increased efficiency in the workflow.

# **PROJECT HIGHLIGHTS**

#### Small 3D Game (Unreal Engine)

Februrary 2024 – March 2024

 Utilized the Unreal Engine design and implementation tools to create a visually appealing, interactive, and semi-challenging level with AI components.

Guitar Tuner (C++ ):

March 2024 – Present

- Primarily utilizing the portaudio library to capture input from the user to conduct note detecting calculations.
- Will later be expanded to incorporate a GUI for improved user experience.

# LaLiga Season Rank (Python)

March 2024 - Present

- Model that uses Markov chains along with linear algebra to achieve a ranking evaluation for all participating teams based on past datasets.
- Uses basic libraries like Nuimpy and Matplotlib

# Personal Website (HTML / Javascript / CSS / React )

March 2023 - Present

• Designed to be a creative yet comprehensive display of relevant information regarding myself as well as the future.

# **HONORS AND AWARDS:**

Grainger College of Engineering Dean's List

Fall 2023

#### **INTERESTS:**

Soccer (Watching and Playing), Acoustic Guitar, Video Gaming, General Software Development, Cybersecurity, Comedians