JESSE M. BROWN

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EDUCATION

University of Illinois at Urbana-Champaign   Expected May 2026
Bachelor of Science in Computer Science   TECH GPA: 3.81/4.00

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