3228 Adeline St.
Berkeley, California 94703
United States

Jeremy Fischer

651-410-4952
jeremy.fischer@berkeley.edu
linkedin.com/in/Jeremy-Fischer

Education

University of California, Berkeley   **May 2025**
Master of Engineering, Computer Science - Visual Computing and Graphics
GPA: 3.8, Courses: Machine Learning, Data Science, Computer Vision, Parallel Computing, Graphics

Minnesota State University, Mankato   **May 2023**
Bachelor of Science in Computer Information Technology and Economics Minor
GPA: 4.0, Honors Program

Work Experience

Researcher II   **March 2025 - Present**
University of California, Berkeley
- Developing a Unity-based mixed reality stroke rehabilitation app with Edward Kim and Professor Seshia's research group.

Embedded Software Engineer   **January 2023 – August 2024**
AGCO | Remote/Jackson MN
- Applied design principles in C++ to create extendable, maintainable, and testable code, resulting in increased efficiency and reduced debugging time for complex tractor embedded systems.
- Reliably completed 2-3 user stories per sprint, contributing to a team wide 90% completion rate of committed objects in Agile projects.
- Implement solutions that effectively balance run-time and memory constraints, optimizing the performance and resource efficiency of embedded software components.
- Collaborated cross-functionally with engineers, QA, 3rd party vendors, product owners, and scrum masters to seamlessly integrate software to end-users on a predictable schedule.

Software Engineer Contractor   **November 2021 – August 2022**
Thomson Reuters | Remote
- Developed & released 1 profit-generating web development feature in Java.
- Collaborated with senior developers to solve 1-5 bugs weekly in an effective & timely manner.

Research & Project Experience

Indie Game Developer   **January 2023 - Present**
Self-Employed | Steam Page
- Coordinated and managed a diverse team totaling 20 writers, voice actors, animators, software developers, and contractors across multiple projects to successfully bring indie games to fruition.
- Achieved 100,000+ downloads across five games and millions of views from YouTubers, including Markiplier, showcasing successful projects with high engagement.

Medical Evacuation Wargame   **Fall 2024 - May 2025**
- Leading a team of 2 developing a Unity 3D simulation for medical evacuation scenarios in collaboration with Stanford, the US Army, and UC Berkeley to enhance training.
- Creating an adversarial AI using reinforcement learning and neural nets to simulate realistic challenges.

Technical Skills

- **Languages:** C++, C#, Python, SQL, Java, JavaScript, R
- **Tools & Frameworks:** PyTorch, Unity, Jupyter Notebook, Pandas, Scikit-learn, Selenium, React, Node.js, MATLAB, Simulink, Docker, Git (GitHub, SVN), OpenGL
- **Other:** Computer Vision, Linux, HTML & CSS, CAN Communication, Jenkins, Postman, Agile, CI/CD