

# Jake Wright

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## OBJECTIVE

A highly motivated Computer Science major looking for an opportunity to gain hands-on experience in C++ software development for production code.

## EDUCATION

### University of Central Florida

Bachelor of Science in Computer Science | GPA: 3.679

Aug. 2022 – May 2026

Orlando, FL

## EXPERIENCE

### Wabtec Corporation

Software Engineer Co-Op (Scheduled) | C++, Production Code

Jan. 2026 – May 2026

- Returning to full-time co-op role to continue implementing and validating enhancements within C++ production code for critical subsystems
- Scheduled to leverage prior experience in defect analysis and unit testing to ensure high code reliability and quality
- Anticipate driving the completion of key software enhancements and design documentation initiated during the Summer 2025 internship

Software Engineer Intern | C++, VectorCast, Waterfall Methodology

May 2025 – July 2025

- Collaborated cross-functionally to work on and validate multiple defects with thousands of cumulative line changes
- Implemented multiple software enhancements in production code, ensuring each change was rigorously tested and peer-reviewed for quality and reliability
- Presented Artificial Intelligence best practices to boost productivity during the software development cycle

Systems and Software Engineer Intern | DOORS, Waterfall Methodology

May 2024 – July 2024

- Collaborated cross-functionally to manage thousands of system functional requirements
- Created detailed software design documents for internal subsystems
- Created, analyzed, and filtered through large data matrices exceeding 20,000 data points in Microsoft Excel

### Northrop Grumman

Software Engineer Intern | SFTP, PowerShell, Scripting, Agile Methodology

May 2023 – July 2023

- SECRET Clearance obtained for this role
- Automated and optimized secure file transfer over serial with PowerShell
- Created and updated documentation for procedures and code base

## PROJECTS

### SoundHaus | React, TypeScript, Electron, Agile Methodology

Aug. 2025 – Present

- Developed a version control desktop application for musicians, mirroring Git functionality to solve asynchronous collaboration bottlenecks
- Reverse-engineered Ableton Live Session files to generate semantic diffs, abstracting >6,000 lines of XML changes per user action
- Spearheaded user research to validate problem space and inform feature roadmap

### IEEE Guitar Hero Software Lead | C++, Agile Methodology

Aug. 2024 – Present

- Teach and develop alongside club members to create a multi-effects pedal using a Daisy Chain and an Arduino
- Maintain an Agile methodology to meet deadlines and delegate tasks
- Lead meetings to cover specific topics and goals on a weekly basis

## TECHNICAL SKILLS

**Proficient:** C++, Java, Python, C, PowerShell, HTML, CSS, Git, Agile Software Development, DOORS

**Working Towards Proficiency:** Real-Time Operating Systems, Javascript

**Certifications:** Java