Jacob Enerio

jacobwde12@gmail.com | 832-748-7066 | Willis, TX | linkedin.com/in/jacobwde/ | github.com/Jwdegames

EDUCATION

Texas A&M University - College Station, Texas *Engineering Honors, GPA: 4.0*
BS in Computer Science, BS in Statistics, *Math and Cybersecurity Minors* ***Expected Graduation: May 2024***
Relevant Coursework: Analysis and Design of Algorithms, Data Structures and Algorithms, Database Systems, Linear Algebra, Communications and Cryptography, Intro to Computer Systems, Machine Learning, Parallel Computing

SKILLS

Languages: C++, Java, C#, Python, HTML, CSS, JavaScript, PHP, PostgreSQL, MySQL
Libraries and Frameworks:, Node.JS, React
Tools and Methodologies: Unity**,** Git, Ubuntu, PuTTy, Heroku, Waterfall, Agile

WORK EXPERIENCE

Undergraduate Researcher - Sketch Recognition Lab June 2022 – August 2022

- Assist with Mechanix, a tool that uses sketch recognition to test statics for physics and engineering students.
- Implement over a dozen sketch recognition features for a sketch recognition library in TypeScript.
- Perform rigorous unit testing to ensure each feature works by utilizing the Vitest framework.

Student Web Technician - Texas A&M Health Science Center May 2022 - Present

- Maintain over 40 websites for colleges, medical libraries, and Texas education centers.
- Update frontend of websites with HTML and transfer files over SCP/SSH.
- Debug issues with JavaScript and improve PHP backend such as login and post systems.

Engineering Peer Teacher - Texas A&M University September 2021 - Present

- Assist classes of 50 to 100 students in utilizing Python and Excel to solve engineering and physics problems.
- Grade and give feedback on Engineering labs and homework, as well as hold office hours weekly to help students.

SEC Directed Internship Intern - Texas A&M University July 2021 – August 2021

- Created a Python machine learning prototype that differentiates between viral and bacterial pneumonia from an X-Ray.
- Researched operating costs for a small business doing medical software.
- Coordinated with a team of five members to meet deadlines and presented the prototype to professors of practice.

PROJECTS

Proof of Concept Chat App September 2022 – September 2022

- Produced a proof-of-concept chat app in PHP and MySQL that allows users to chat globally or privately with others.
- Utilized JavaScript, jQuery, and Ajax to send user and chat information to the backend.
- Implemented administrator accounts that can change other users' names, passwords, and ban them for misbehavior.

Career Walrus April 2022 – May 2022

- Collaborated with three others to make a website that consolidates career information for engineering students.
- Setup Heroku and implemented features in React TypeScript like retrieving information from APIs .
- Created an Agile project backlog, 3 sprint backlogs and burndown charts, and a project burndown chart.

Goodwin Model Simulator December 2020 – April 2022

- Constructed a Python simulator that shows the wage share and inflation relationship using McLaurin series, differential equations, and Lambert functions. Created an executable using PyInstaller for easy user access.

Of The Valiant – Game Prototype May 2020 – March 2021

- Developed a C# army-themed turn-based strategy game in Unity. Utilized a utility AI with multithreading and Dijkstra.

AWARDS & CERTIFICATES

Awards: Most Creative (Aggie Diversity Hackathon 2021), Dean's Honor Roll (Spring 2021, Fall 2021, Spring 2023)
Certificates:
HackerRank: Problem Solving (Basic), Problem Solving (Intermediate), Python (Basic), Java (Basic), JavaScript (Basic)
Software Engineering Virtual Experience – JP Morgan Chase July 2020 – August 2020

- Programmed various market analysis programs in Python such as a graphical interface from a stock price data feed interface to display data for traders.