

Jacob Enerio

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EDUCATION

Texas A&M University - College Station, Texas

BS in Computer Science, BS in Statistics, Math and Cybersecurity Minors

MS in Computer Science

Engineering Honors, GPA: 4.0

Expected Graduation: May 2024

Expected Graduation: May 2025

Relevant Coursework: Analysis and Design of Algorithms, Data Structures and Algorithms, Programming Studio, Linear Algebra, Communications and Cryptography, Intro to Computer Systems, Computer Organization

SKILLS

Languages: C++, Java, C#, Python, HTML, CSS, JavaScript, PHP, PostgreSQL

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 – Present

- 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

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

- Created 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.

Animated TAMU Website

January 2022 – February 2022

- Utilized CSS, HTML, and JavaScript to produce a website that features multiple animations and can change themes.

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)

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.