

Jacob Lawson

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EDUCATION

University of California, Merced

Bachelor of Science in Computer Science & Engineering

Merced, CA

Exp. 2026

RELEVANT COURSEWORK

- Intro To Programming
- Advanced Programming
- Data Structures
- Discrete Mathematics

TECHNICAL SKILLS

Languages: Python, C++, JavaScript, HTML/CSS, SQL

Frameworks: React, WordPress, NodeJS, Tkinter

Developer Tools: Git, VS Code, Visual Studio, PyCharm, GitHub, SQLite, Linux

Libraries: Pandas, Numpy, Matplotlib

EXPERIENCE

Student Technology Consultant

Aug. 2023 – Present

UC Merced - Office of Information Technology

Merced, CA

- Enhanced user experience by troubleshooting campus computer issues in collaboration with managers.
- Increased efficiency by swiftly resolving technical problems encountered by faculty and staff.
- Improved technology reliability by maintaining classroom equipment and 200 printers across campus.

Undergraduate Research Assistant

Oct 2022 – May 2023

UC Merced - LInC Lab

Merced, CA

- Streamlined data organization by using pandas to manage transcription data from multiple studies.
- Improved data accuracy and efficiency by automating and cleaning over 600 CSV files with Python.
- Fostered effective collaboration by attending weekly meetings with researchers to ensure proper data organization.

Web Development Intern

May 2019 – July 2019

Knit Marketing

Los Angeles, CA

- Enhanced client websites' front-end experience, improving user engagement.
- Enabled client customization by utilizing WordPress for the backend.
- Built user interfaces with HTML/CSS, JavaScript, and PHP, ensuring a seamless front-end experience.
- Improved design consistency by collaborating on mockups and wireframes using Figma.

PROJECTS

Student Finance Tracker | *Python, SQLite*

Github

- Built a Personal Finance Manager app with Python, featuring a Tkinter GUI and SQLite database.
- Implemented data visualization using Pandas and Matplotlib for generating financial reports.
- Developed robust database operations with error handling for reliable income and expense tracking..

OpenGL Paint Application | *C++, OpenGL*

- Used OpenGL and C++ to develop a paint application.
- Highlighted Dynamic Memory Management and Object Oriented Programming to ensure a fast running application.
- Utilized OpenGL for efficient 2D graphics rendering, ensuring smooth and responsive drawing operations while managing resource allocation and memory usage effectively.

RatioBot | *Python, Discord API*

Github

- Created a Discord Bot using python that would react to and interact with user messages.
- Utilized the Discord.py API wrapper to create the bot.

Portfolio Website | *GitHub Pages, Git, HTML/CSS*

Link

- Developed a personal website using basic HTML/CSS.
- Published through GitHub Pages and source control using git.
- Implemented a small codebase with essential information to ensure fast loading and accessibility for all.