JACK SHUNN

EDUCATION

Bachelor of Science, *Computer Science*
University of Utah: **GPA 3.991**   Aug 2021 – Dec 2024
Coursework:
- Artificial Intelligence, Deep Learning, AI-Alignment, Computer Vision, Computer Graphics, Operating Systems, Scientific Computing, Software Practice 1 & 2, Databases, Foundations of Data Analysis, Computer Organization & Systems, Data Structures, Algorithms, Calc 3, Linear Algebra, Discrete Structures

Undergraduate Research:
- Spring 2022 Working with Prof. Jeff Phillips to research bias found in computer-generated word embeddings. My introduction to Python and Data Science. Minor contributions to https://openreview.net/forum?id=TkQ1sxd9P4
- Spring 2023 Working with Prof. Jeff Phillips to research modifications to state-of-the-art information retrieval model, SPLADE. My introduction to neural networks and high-performance computing.

WORK EXPERIENCE

Lucid Software: **Software Engineering Intern**   May 2023 – Aug 2023
- Spearheaded a project to remove a bottleneck slowing down message passing between a server and clients.
- Increased the maximum number of live collaborators on a document by 300%

University of Utah School of Computing: **Research Associate**   Jan 2023 – May 2023
- Assisted a graduate student with information retrieval research—specifically document retrieval and ranking.
- Leveraged Python libraries, TensorFlow, NumPy, Matplotlib, for machine learning and data analysis.

T. D. Williamson: **Software Engineer Intern**   June 2022 – Jan 2023
- Developed new features, bug fixes, and unit tests for internal and customer-facing applications.
- Gathered experience with Vue, MongoDB, WPF, Qt C++ apps, Firebird SQL DB, and Subversion version control.

School of Computing, *University of Utah:* **Teachers Assistant**   Jan 2022 – May 2022
- Presented three 50 min lectures to a classroom of 25 students weekly, graded assignments, and tutored one-on-one for a Computer Science class.
- Improved my ability to communicate computer science topics with my peers.

Digital Gravy Animation: **Rigging Intern**   May 2021 – Sep 2021
- Learned to create professional character rigs for animation in the Toon Boom Harmony software.
- Taught myself how to use Harmony's API to create custom scripts and functionality in the animation software.

Bonneville Communications: **Work-study Intern**   Feb 2019 – May 2019
- Awarded a competitive internship through the Utah CTE Information Technology Pathway Program.
- Shadowed the app development team to produce a social network, video sharing app.

VOLUNTEER WORK

Vice President: *Technical Coding Club – University of Utah*   Aug 2023 – Current

World Map Project: *Salt Lake City's Alcoholics Anonymous Central Office*   Fall and Winter of 2021
- Designed and implemented a system to use a tablet to control 100 LED lights embedded in a world map.
- Contributed 100 hours while working with another University of Utah student.
- Learned to design circuits and program single board computers.
- Programmed a driver in Rust to interface with a custom circuit board.

Religious Mission: *Baltimore MD*   Jun 2019 – Aug 2020

ACHIEVEMENTS & SKILLS

Languages I Like: C / C# / Rust / Scala / Python / TypeScript   **Tools:** Git, SVN, Bazel, Linux
Boy Scouts of America: Eagle Scout Rank
VEX Robotics: 2016 State Championship winner and 7th place at World Championship