

Jacob Simonek

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Education:

Bachelor of Arts in Computer Science - Minor: Mathematics 2022
Carthage College, Kenosha, WI. - Cumulative GPA: 3.857

Work Experience:

May 2021 to August 2022 - Carthage College, AV Technician - Kenosha, WI

- Tasked with troubleshooting issues related to audio-visual equipment
- Responsible for learning MacOS and Windows projection accessories and replacing necessary cables
- Responsible for updating department on task/ticket completion using Request Tracker (RT)
- Responsible for resetting and resyncing projection equipment in various classrooms

April 2021 to Present - Varsity Tutors, Instructor/Private Tutor - Chicago, IL

- Tasked with tutoring students individually in various highschool math and coding courses
- Responsible for maintaining a strong knowledge of subjects being tutored including: Java, Python, C++/C, Calculus I & II, & Discrete Math
- Responsible for contacting parents to schedule sessions and properly prepare materials for the tutoring sessions.
- Responsible for completing invoicing and updating both the parents of the student and personal supervisor with a report of the materials covered during the session
- Assisted students in instant tutoring sessions, without preparation, on individual questions they have

September 2022 to December 2022 - Swimcloud, Intern Developer - Remote

- Tasked with learning various development technologies used by SwimCloud including: nginx, uwsgi, django, electron, git, and mysql.
- Responsible for learning the Swimcloud code base and the existing structure of the web application
- Responsible for completing various tasks and committing work to the production environment
- Programming for applications predominantly completed in Python and ES6 JavaScript

Programming Languages:

Java , C++ , C , C# , Python , SQL , JavaScript , HTML , R , Flutter , Ruby, Elixir, and CSS

Technologies:

VS Code, RStudio , React.js , Django , DART, nginx , uwsgi , Git , Jira , Slack , MacOS , Linux , Unix

Projects:

SpotLight Mobile Application

Took part in developing a mobile application as part of a four member development team. The application was a full mobile application that included a user-login system, using Firebase (a non-relational database), along with a page that showed a list of recalled items specific to the user that were queried from a government database on a weekly basis automatically on Sunday mornings. The project was developed using a combination of DART/Flutter and C++.

Simulating a 3-D Environment

Completed a mathematical paper that sought to find applications of linear algebra in the real world. The project was an 11-page paper in which properties of vectors, vector spaces, matrices, and linear transformations were used to demonstrate how a 3-D space could be simulated on a computer. The program used for the example for the program, a constantly rotating 3-D cube, was developed in ES6 JavaScript.