Jacob Cousineau

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Objective

I am a motivated and dependable software engineer seeking opportunities to apply and grow my programming skills and to develop meaningful, well-designed software.

Work Experience

Thomson Reuters, Ann Arbor, MI

Software Engineer (March 2020 - Present)

Associate Software Engineer (May 2019 - March 2020)

Software Engineering Intern (May 2018 – August 2018)

- Worked with a team to develop Onvio Fixed Assets, a web application for tax professionals
- Developed across a tech stack including Angular front end, ASP.NET (C#) back end, PostgreSQL
- Maintained a legacy desktop application (C++) and brought its features to Onvio Fixed Assets
- Participated in Agile software development framework and processes
- Mentored a summer intern and helped onboard new team members

Michigan State University, East Lansing, MI

Professorial Assistant (Aug. 2015 - April 2019)

- Provided research assistance to Dr. Robert Pennock
- Developed prototypes for Salmon Run, an educational game focused on evolution
- Created Selenium test suite in Python for a JavaScript web application

Education

BS, Computer Science – Michigan State University

Graduated May 2019

• Concentration in Game Design and Development

Additional Experience

Augmented Reality Mechanic Training (MSU Capstone Experience) / Fall 2018

- Created a suite of AR training application for mechanics as part of a 5-person team
- Built a system for viewing CAD diagrams as 3D models in the Microsoft HoloLens
- Implemented UI for HoloLens application using Windows Mixed Reality Toolkit

Lika (Semester-Long Game Project) / Fall 2018

- Worked with 8 other students at MSU to create a side-scrolling adventure game for Android
- Programmed motion system for leaves in player-controlled wind using vector fields

Skills

- Angular/Typescript Front End Development
- C#/.NET Back End Development
- PostgreSQL Databases/Scripting
- C++ Desktop Application Development
- Experience with Git, TFS, Microsoft IDEs
- Familiar with Python, Java