Jackson Levitt

Software Engineer | Game Developer
Active Secret Clearance

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EXPERIENCE

BEAST CODE – SOFTWARE ENGINEER
Fort Walton Beach, FL // May 2022 – Nov. 2024
Designed and implemented a microservices architecture for advanced visualization and interactive editing of digital twins for military craft. Obtained Active Secret Clearance.

ACHIEVEMENTS + HIGHLIGHTS

- **Led Advanced, Secure Search Capabilities** Spearheaded the development of a robust search system that enabled the secure and less than 50ms retrieval of confidential data. Streamlined development, facilitating fast capability delivery for other teams. Received Employee of the Quarter for this work.
- **Built Scalable Helm Chart Structure for Microservice Deployment** Designed and implemented Helm Chart Infrastructure, enabling seamless deployment of a large-scale extensible microservice architecture
- **Engineered Dynamic 3D Model Reconstruction** Optimized a sophisticated multi-language solution for processing 3D model data from databases into web-downloadable formats to run 300% faster.

CATTRON GLOBAL – SOFTWARE INTERN
Roswell, GA // May 2021 – Aug. 2021
Conducted unit testing and optimization of configurations for remote engine control panels, ensuring high reliability and optimal performance.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY
Rochester, NY // Aug. 2019 - May 2022
Bachelor of Science in Game and Interactive Media Design
3.8 GPA; Magna Cum Lade; Dean's List

SKILLS + TECHNOLOGIES

Programming Languages: C#, C/C++, Rust, Go, MSIL, Java
Scripting Languages: JavaScript, Typescript, HTML, CSS, Bash, Python, SQL
Tools: Docker, Kubernetes, Helm, Git, PostgreSQL, SQlite3, Linux, Postman, JIRA, ILSpy
Concepts: Microservice Architecture, Agile, Scrum, CI/CD, Asynchronous Programming, ORM
Game Development: Unity, Bevy, 3D Data, Game Modding, 3D Graphics

INTERESTS

Game Theory // Philosophy of Games // Mathematics // Classic Literature // Educational Psychology // Beer Brewing