Jake Kuli

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EDUCATION
- Fourth-year **Computer Engineering** student at **Cal Poly San Luis Obispo**, GPA: **3.0**, Graduating **June 2017**
- Relevant Coursework: Systems Programming, Digital Design, Fundamental Computer Science series, Discrete Structures, Electric Circuit Analysis, Electronics Manufacturing, Semiconductor Device Electronics

CORE SKILLS
- Programming languages: Java, Python, Javascript, C
- OS Platforms: macOS, Linux, Windows
- Technologies: iOS, Cassandra, Jenkins, HTML5, Postgres, Flask, Android, Jackson, Retrofit, RxJava, Robotium
- Communications: one-on-one technical customer service and technical training
- Managerial: event planning, student engagement, consultation on budgets for technology projects

WORK EXPERIENCE
Software Engineering Intern at *Apple, Inc* from *June 2016 - September 2016*
- System Applications and Device Management team
- Presented multiple projects to senior level management

Software Engineer at *Steadfast Innovation, LLC* from *March 2015 - September 2015*
- Assembled and Streamlined Android application QA and testing infrastructure
  - UI **testing automation**
  - Jenkins-based **continuous integration** environment
- Developed Android REST API interaction infrastructure
  - Integrated Retrofit, Jackson, and RxJava libraries
- Completed contract development work and engaged in high-level business to business interaction

Technician at *Telephone Industries Inc.* from *June 2014 - September 2014*
- Designed and Implemented network infrastructure for businesses around Southern California
  - Data - wired LANs; wireless access points/bridges; multi-location WANs (using MPLS/VPN)
  - Voice - VOIP and digital phone systems
  - Surveillance - analog camera/DVR-based systems; IP camera/video server-based systems
- Remotely administered and programmed phone systems and network hardware
- Interacted with enterprise-level customers on a day-to-day basis

RESEARCH AND PROJECTS
- Contributor to **Robotium**— open source user scenario testing for **Android**
  - Added functionality for testing stylus and tablet input
  - Top added feature in the 5.4.1 release of Robotium
- **Python** database scraper for analysis of business records
  - Collected information from NCQA Recognition database to better understand customer needs
  - Used the BeautifulSoup and Requests Python libraries to parse and navigate web pages
- **HTML5** & **Javascript** game for Ludum Dare #33
  - Built with the **Phaser.js** framework, targeting mobile devices
- "Beehype" **Javascript**/**HTML5** Canvas game
  - Designed game engine from scratch using **JQuery**
  - Randomly generated map terrain and quick gameplay
- Reserve America "Booking Bot" interactive web scraping bot written in **Javascript**
  - Created framework to rapidly gather and piece together data to request reservations in seconds
  - Packaged in **Google Chrome extension** format

INVOLVEMENT AND INTERESTS
- **Member**, Cal Poly Audio Engineering Society
  - Plan and execute events and projects for the club, including designing and building guitar pedals, headphone amplifiers, and speakers
  - Lead workshops on Digital Audio Workstation software suites
- Hobbyist game development using the Phaser.js game engine for 2D physics and animation
- Produce electronic music using Ableton Live