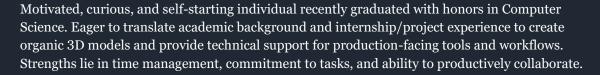
JAKE HARRIS





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github.com/harrisjacob

EDUCATION

University of Notre Dame

B.S. in Computer Science, cum laude Concentration in Media Computing 2017-2021

Overall GPA: 3.79

Major GPA: 3.90

HONORS

Dean's List in the College of Engineering Fall 2018, Spring 2020, Fall 2020, Spring 2021

SKILLS

| Languages | Software |
|--------------------|-----------------------------|
| C C++ Python | Maya Mudbox Photoshop |
| MEL JavaScript | Tools |
| HTML | Git |
| CSS | WebGL |
| SQL | Three.js |
| Verilog | React.js |

COURSES

Advanced 3D Digital Production Technical Concepts of VFX 3D Digital Production Computer Graphics Compiler and Language Design Systems Programming Algorithms Data Structures

EXPERIENCE

Teaching Assistant

Computer Architecture Digital Logic Design Notre Dame, IN August 2020 – May 2021 August 2019 – December 2019

- Concepts related to the Arm ISA, caching, pipelining, machine learning, virtual memory, and logical circuit design
- Cultivated student understanding of course content through in-person and virtual office hours
- Created testbenches to assist other teaching assistants in the grading of weekly Verilog modules
- Facilitated the redesign of course structure in accordance with university mandated COVID-19 guidelines

Software Engineering Intern

Palo Alto, CA

Bricleir

January 2020 – May 2020

- Assisted in the development and maintenance of company platform using Ruby and JavaScript
- Restructured landing page to promote customer engagement in platform features and resources
- Created an application to make requests to Instagram's API and properly format the returned data

PROJECTS

Luxo Jr. Animation

Spring 2021

Technical Concepts of VFX

- Modelled, rigged, and animated a replica of the lamp from Pixar's logo
- Produced a supplementary short animation to highlight the lamp's mechanical components and spring deformations

City Generation Tool

Spring 2021

Senior Independent Research

- Designed a tool in Python for generating city blocks in Maya
- Developed features which allowed users to import custom building components and easily align adjacent city blocks

Skyhook Model

Spring 2021

Advanced 3D Digital Production

- Created a low-poly model of the Skyhook melee weapon from Bioshock Infinite in Maya
- Painted high resolution textures and sculpted fine details such as metal scratches, wood granularity, and engravings on the model in Mudbox