






# JAKE HARRIS

Motivated, curious, and self-starting individual recently graduated with honors in Computer Science. Eager to translate academic background and internship/project experience to create organic 3D models and provide technical support for production-facing tools and workflows. Strengths lie in time management, commitment to tasks, and ability to productively collaborate.



 (858) 877-8391  
 harrisjakef@gmail.com  
 [linkedin.com/in/harris-jake](https://www.linkedin.com/in/harris-jake)  
 [jakeharris.com](http://jakeharris.com)  
 [github.com/harrisjacob](https://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

C  
C++  
Python  
MEL  
JavaScript  
HTML  
CSS  
SQL  
Verilog

### Software

Maya  
Mudbox  
Photoshop

### Tools

Git  
WebGL  
Three.js  
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

*Bricleir*

Palo Alto, CA

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

*Technical Concepts of VFX*

Spring 2021

- 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

*Senior Independent Research*

Spring 2021

- 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

*Advanced 3D Digital Production*

Spring 2021

- 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