JAKE HARRIS

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Motivated, curious, and self-starting individual recently graduated with honors in Computer Science. Eager to translate academic background and internship/project experience to develop high quality code that leverages appropriate data structures and algorithm design. Strengths lie in time-management, creative problem solving, and ability to work independently.

EDUCATION

UNIVERSITY OF NOTRE DAME, B.S. in Computer Science, cum laude **2017-2021**

Concentration in Media Computing | Overall GPA: 3.79 / Major GPA: 3.90

Relevant Coursework: Compilers and Language Design, Analysis of Algorithms, Programming Paradigms, Operating Systems, Data Structures, Systems Programming, Computer Architecture

Honors: Dean's List (College of Engineering) Fall 2018, Spring 2020, Fall 2020, Spring 2021

EXPERIENCE

Teaching Assistant | NOTRE DAME, South Bend, IN

Computer Architecture **Aug. 2020 – May 2021**

Digital Logic Design **Aug. 2019 – Dec. 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 **Jan. 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 returned data.

PROJECTS

City Generation Tool, *Senior Independent Research* **Spring 2021**

- Designed a tool in Python for generating city blocks in Maya.
- Built features to allow users to import custom building components and easily align adjacent city blocks.

Compiler, *Compilers and Language Design* **Fall 2020**

- Constructed a working compiler that transforms a C-like language into working assembly code.
- Verified the correct handling of language edge cases through script executable test programs.

Web Server, *Systems Programming* **Spring 2019**

- Created a server in C which utilized low level system calls related to sockets and networking.
- Designed the server to support parallel processing of directory listings, static files, and CGI scripts.
- Developed a second program in C to make simultaneous requests to the server to test error handling.

TECHNICAL SKILLS

Languages: Python, C, C++, JavaScript, MEL, HTML, CSS, SQL, Verilog

Software: Maya, Mudbox, Photoshop **Tools:** Git, WebGL, Three.js, React.js