






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.

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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