

Objective: To showcase my projects and experience to anyone who may be interested.

Jeremy J. Baker

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Education

Bachelor of Computer Science, College of Engineering
University of Florida, Gainesville
Bright Futures Scholarship

Summer 2015

Portfolio

<http://www.jeremybaker.ninja>

Experience

Intro to Software Engineering (UF Class)

- January 2014 – April 2014
- Role: Art and concept designer
- About: Learned and implemented Agile software methodology and practiced using version control software (GitHub)

Liftoff Music Company (Startup)

- Gainesville, Florida
- December 2013 - Present
- Founder and CEO
- 20 hours/week with full-time class
- About: Liftoff is a community-oriented crowdfunding platform geared towards helping new and indie artists raise money for

projects like touring and albums

- Status: MVP development and promotion

HackerHouse (Startup Incubator)

- Gainesville, Florida, Fall 2013
- 40 hours/week with one class
- About: Developed a tech prototype that was demonstrated at the end of the year. Liftoff originated from this prototype

Mindtree USDC (Internship)

- Gainesville, Florida, Spring 2013
- Software Engineer Trainee
- 15 hours/week with full-time class
- About: Worked on iconography, studied front-end web technologies and UI/UX

Involvement

Extracurricular Activities/Events

- Former President and Co-Founder of the Minecraft Club (2012-2013)
- 1st Place in UF's 2013 War of the Worlds Hackathon
- BattleHack New York, 2013
- Startup Weekend, Gainesville, 2013
- UF Big Idea Business Plan Competition, 2014

- Edited the cover of *Off Trail* by Jenny Glikin

Affiliations

- Delta Epsilon Iota Honors Fraternity
- Tri-Gators Triathlon Club

Volunteer Work

- Independent Day School, Tampa, Florida
 - Summer Camp Assistant, 2006-2010
- Metcalf Elementary, Gainesville, Florida
 - After School Assistant, Fall 2010

Technical Skills

Programming Experience: Java, Spring, C, C++, BASIC for TI Graphing

Calculator Series, MIPS Assembly, HTML5, CSS3, Javascript, jQuery, Raphaël Library, Bootstrap 3.0, Minecraft Source Code (brief)

Operating Systems: Windows XP/7/8, Mac OS (brief), Ubuntu, Minix 3

Software: Gmax/3DS Max, SolidWorks, Photoshop, Microsoft Office, Eclipse/NetBeans, GitHub (brief), Xampp, CodeBlocks

Miscellaneous: Desktop Hardware Assembly and Parts, Basic 3D Modeling and Animation, Videogame Design, Basic UI/UX Concepts, Agile and Waterfall Software Methodologies