Jeremy J. Baker

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

Education **Bachelor of Computer Science, College of Engineering Summer 2015**

University of Florida, Gainesville

Bright Futures Scholarship

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

Skills 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