Jackie Becker /* jackiebecker.github.io */

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Objective

Seeking full time position in the field of virtual or augmented reality, with an emphasis in content creation and development.

Education

Stanford University - Class of 2017
- Computer Science major (Virtual Reality track – Individually Designed)
- Creative Writing minor (Prose track)

Experience

Microsoft – Software Engineering Intern   *June 2016 – present*
- Developing feature for the Microsoft HoloLens

Stanford Virtual Human Interaction Lab – Programmer   *June 2015 – June 2016*
- Developed virtual worlds in Vizard to be used for social experiments with the Oculus Rift
- Worked with 3DS Max to create 3D models for these environments
- Integrated 360 video into virtual worlds

Freelance Web Development – Programmer   *July 2015 –Oct. 2015*
- Created elegant UI/UX for customers and administrators (CSS/HTML)

Course Projects

HTTP Proxy - Fall 2015

Implemented a HTTP Proxy, which is fully functional and can be used to browse the web. Running a speedtest found that the proxy in no way worsened download/upload/ping score.
Skills – C++, networking, multithreading

Map Reduce - Fall 2015

For CS110, implemented parts of a MapReduce program. Personal program included further optimizations beyond the specs of the assignment which were discussed with the professor, who is now considering adding those optimizations to future iterations of this assignment.
Skills – C++, multithreading

Heap Allocator - Spring 2015

Designed a Heap Allocator for CS107. Very high throughput and utilization: 100% and 72%, respectively, well above specs for the assignment (80% and 65% for full marks). Project done without built-in functions (malloc, realloc, free, calloc, sbrk, brk, mmap, or related variants).
Skills - C, designing algorithms

Interests/Awards

- Received runner-up and honorable mention in two programming contests in CS 106B (C++)
- Model UN, theater, and Spanish skills

Languages

- Classroom experience in C, C++ and Java; familiar with Python; work experience in C#.