Jacob Catalina

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EDUCATION

University of Michigan — Ann Arbor, MI
Bachelor of Science in Computer Science — *Aug. 2021 – May 2025*
- GPA: 3.7

Northville High School — Northville, MI
GPA: 4.0 — *Sep. 2017 – May 2021*

RELEVANT COURSEWORK

Data Structures and Algorithms, Database Management Systems, Advanced Algorithms, Computer Organization

EXPERIENCE

Software Engineering Intern — May 2023 – August 2023
Adient — *Plymouth, MI*
- Developed and Implemented 9 SFTP Reader applications using SQL and JavaScript that send/convert files from various company plants to a Request Queue
- Implemented a Writer Queue using SQL and JavaScript that stores/sorts files read in and sends them to their specified target destinations
- Designed and Tested 5 interfaces for Enterprise Integration through Boomi that replaces an exsting database system for 10+ company plants

IT/Software Analyst — May 2022 – August 2022
Blackmore Partners — *Chicago, IL*
- Implemented a Rest API using Python and Flask to improve the interface that internal and external executives utilized during client meetings
- Contributed to the development and improvement of the company website using WordPress
- Participated in code reviews and lead company onboardings for new members

PROJECTS

Personal Website | *HTML, CSS, JavaScript, React, NodeJS* — December 2023
- Created a personalized website to showcase my resume and future projects to the public
- Continuing to update and add new projects/items to the website as I learn new topics

Roots Renewal of Bloom | *C#, Unity, VR* — January 2023
- Implemented Front-End/UI programming including 3D split screen UI for up to 4 players, main menu/end screen, game object/weapons utility and VFX rendering utilizing Low-Poly 3D textures
- Designed and worked solely on the game's VR cross-play Xbox controller compatibility
- Second-place overall for the largest WolverineSoft Global Game Jam event of the year

EXTRACURRICULAR

WolverineSoft — February 2022 – Present
Game Admin/Marketing Administrator
- Currently building a 2D turn-based strategy game and an indie narrative-driven RPG both scheduled to be released on Steam this upcoming winter
- Overseeing the WolverineSoft official website and Itch.io game portfolio as well as raising over $1700 currently for upcoming events
- In charge of building a database of alumni and club advisors to aid the planning process for future events

TECHNICAL SKILLS

Languages: Python, C/C++, C#, Lua, JavaScript, Java, R
Tools/Frameworks: Git, Roblox Studio, VS Code, Visual Studio, Unity, Unreal Engine, Flask, WordPress, Boomi, Oracle, MongoDB
Front-End: ReactJS, HTML, CSS, React Native
Back-End: NodeJS, .NET, LaTeX, PlasticSCM, MySQL, MS SQL, API, REST API