

Jacob Davis

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Education

Clemson University

Clemson, SC

Bachelor of Science in Computer Science and Mathematical Sciences (GPA: 3.96)

Aug. 23 – May. 27

- **Honors & Certifications:** Clemson University Honors College, Clemson Dixon Fellows Program, Cadence AI/ML Fundamentals
- **Clubs & Affiliations:** Clemson Cadence Project (Leader), Undergraduate Teaching Assistant, Clemson Symphony Orchestra (Leader)
- **Relevant Coursework:** Operating Systems, Network Programming, Databases, GPU Programming, Design and Analysis of Algorithms

Experience

NASA Goddard Space Flight Center

Greenbelt, MD

Software Engineer Intern

Jun. 25 - Present

- Implement a sky localization algorithm for compact binary mergers detected by LIGO/Virgo/KAGRA using GPU programming, achieving a **performance increase by a factor of three** compared to C code parallelized on the CPU.
- Migrate performance-critical code in open source software used in production environments at gravitational-wave observatories to parallel processing frameworks, **reducing runtime by 99%** compared to sequential code.
- **Skills Used:** JAX, CUDA, OpenCL, OpenMP, NumPy, Python, C

Clemson University International Center for Automotive Research

Greenville, SC

Software Engineering Research Intern

Aug. 24 - May. 25

- Trained and fine-tuned YOLOv8 and LiDAR segmentation models for object detection using a custom labeled dataset of outdoor environments, achieving **95% accuracy** in differentiating classes of trails and vegetation.
- Collaborated with an industry partner to develop a sensor data collection system for an off-road autonomous vehicle, including thermal, hyperspectral, stereo vision, and time of flight sensors.
- **Skills Used:** PyTorch, Classification Modeling, ArenaView, ZED SDK, Boson SDK

Cadence Design Systems

San Jose, CA

Application Engineer Intern

May. 24 - Aug. 24

- Achieved **99% functional coverage** in a sous vide controller design using Universal Verification Methodology, pinpointing over **20** bugs in the RTL code for a controller design across **30+** features.
- Designed C++ and Python programs to automate generating and running simulations in Cadence tools, increasing workflow efficiency for simulating test cases by **30%**.
- Delivered two technical design reviews in collaboration with a verification team, ensuring alignment with design specifications.
- **Skills Used:** UVM, SystemVerilog, C++, Linux, Shell Scripting, Cadence Xcelium, Cadence SimVision

Network Systems and Control Group

Clemson, SC

Machine Learning Research Assistant

Sep. 23 - May. 25

- Developed neural networks leveraging gradient clipping in distributed training settings on Clemson's Palmetto Cluster, improving image classification accuracy by **15%** compared to conventional training algorithms on heterogeneous data distributions.
- Led 10+ research meetings about learning PyTorch and how to use AWS resources for high-performance computing.
- **Skills Used:** PyTorch, AWS, ResNet, Git

Projects

High-Performance Cluster Computing | Spack, Slurm, OpenMPI, Docker

Jan. 25 - Present

- Assemble a four-node Raspberry Pi mini-cluster to simulate Clemson's **TOP500** Palmetto Cluster by configuring the environment using Spack to run OpenMPI applications and LINPACK benchmarks (maximum performance of **~14.5 GFLOPs**).
- Train and prepare with a team of six undergraduates to compete in SC25's international Student Cluster Competition (SCC).

Vincent Van Gesture | JavaScript, Node.js, Godot, WebSocket, HTML

Feb. 25

- Produced a tower defense game that tracks gestures detected from the inertial measurement unit and magnetometer of a cellphone to perform abilities that defeat enemies while painting a canvas.
- Mapped captured movements to the acceleration domain to use a nearest-neighbor classifier to classify gestures with **95% accuracy**.

Virtual Reality Piano Simulator | Unity, C#, Blender

Oct. 23

- Constructed a 61-key piano simulator in virtual reality, utilizing a collision detection system to play the piano keys upon user input.
- Won the **"Best Game Award"** at CUhackit's HelloWorld 2023 hackathon.

Music Guessing Game | React, JavaScript, HTML, CSS

Feb. 24

- Designed a 50+ song Wordle-style music-guessing game titled "Leafle," featuring a responsive frontend UI.
- Won the **"Best .tech Domain Award"** at CUhackit's 2024 hackathon.