

# Jacob Davis

(864) 525 8196 | [jld9@clemson.edu](mailto:jld9@clemson.edu) | [linkedin.com/in/jacob-leig-davis](https://www.linkedin.com/in/jacob-leig-davis) | [jacobldavis.com](http://jacobldavis.com)

## Education

### Clemson University

Expected Graduation: May 2027

Bachelor of Science in Computer Science and Mathematical Sciences

GPA: 4.0/4.0

- **Associations:** ACM, ICPC, CUhackit, Undergraduate Teaching Assistant, CU Symphony Orchestra, CU Honors College
- **Scholarships:** Palmetto Fellows Scholarship, National Beta Club Scholarship, WTSDA Region 7 Scholarship

## Skills

- **Technologies:** Python, C++, C, PyTorch, JavaScript, UVM, SystemVerilog, MATLAB, SQL, Linux, HTML/CSS, Git, Unity
- **Relevant Courses:** Design and Analysis of Algorithms, Software Engineering, Database Management Systems

## Experience

### Clemson University International Center for Automotive Research

Greenville, SC

Machine Learning Engineer Intern

Aug. 2024 – Present

- Trained computer vision models for auto-labeling and segmenting image data, achieving **95%** accuracy in differentiating vegetation and trails for an off-road vehicle.
- Refined segmentation models for LiDAR point cloud data in MATLAB, improving obstacle detection accuracy to **85%**.

### Cadence Design Systems

San Jose, CA

Application Engineer Intern

May 2024 – Aug. 2024

- Achieved **99%** functional coverage in a sous vide controller design using Universal Verification Methodology, incorporating the Direct Programming Interface with C++ to process simulation data.
- Programmed a directed testing workbench with randomized tests in SystemVerilog, pinpointing over **20** bugs in the RTL code for a controller design across **30+** features.
- Designed C++ and Python programs to automate elaborating and running simulations in Cadence Xcelium and SimVision in Linux, increasing workflow efficiency for simulating test cases by **30%**.
- Delivered two technical design reviews working with a verification team, ensuring alignment with design specifications.

### Network Systems and Control Group

Clemson, SC

Machine Learning Research Assistant

Sept. 2023 – Present

- Implemented neural networks leveraging gradient clipping and distributed computing on Clemson's Palmetto Cluster, improving image classification accuracy by **15%** compared to conventional algorithms in heterogeneous settings.
- Led 10+ research meetings regarding utilizing PyTorch and AWS resources for high-performance computing.

### Clemson Cadence Project

Clemson, SC

Student Ambassador

Jan. 2024 – May 2024

- Organized a networking event consisting of **50+** attendees for students to learn about Cadence computational software.
- Won the Clemson Cadence Challenge, earning **70** certifications in Cadence computational software tools.

### Cardiovascular Modeling & Experimentation Research Laboratory

Clemson, SC

Computational Biology Research Assistant

June 2023 – July 2024

- Created over **10** 3D-models of patients' carotid artery bifurcation regions using SimVascular for fluid-dynamic analysis.
- Developed Python scripts to determine a patient's point of stenosis with **50%** efficiency over manual inspection.

## Projects

### Virtual Reality Piano Simulator

- Constructed a 61-key piano simulator in virtual reality utilizing Unity and C#, earning the "Best Game Award" at CUhackit.

### Music Guessing Game

- Produced a 50+ song music-guessing game with React titled "Leafle," winning the "Best .tech Domain Award" at CUhackit.

### RPS Computer Vision Game

- Utilized a hand-tracking algorithm to identify rock, paper, or scissors with **90%** accuracy in a vision game using Pygame.