

# JACOB NISNEVICH

[jacob.nisnevich@mail.com](mailto:jacob.nisnevich@mail.com) • (818) 519-0127 • [github.com/jacobnisnevich](https://github.com/jacobnisnevich) • Seattle, WA

Staff Software Engineer with experience building and architecting systems across the stack. Currently working on developing AI/LLM-powered applications at enterprise scale.

## EXPERIENCE

---

**Staff Software Engineer, Qualtrics**  
Seattle, WA

**May 2023 – Present**

- TODO
- TODO
- TODO

**Senior Software Engineer, Qualtrics**  
Seattle, WA

**May 2021 – May 2023**

- TODO
- TODO
- TODO

**Software Engineer II, Qualtrics**  
Seattle, WA

**May 2019 – May 2021**

- TODO
- TODO
- TODO

**Software Engineer, Qualtrics**  
Seattle, WA

**September 2017 – May 2019**

- Helped deliver the Employee Lifecycle XM product offering to enable companies to measure their employees' engagement at every stage of the employment lifecycle.
- Worked on the full-stack with JavaScript, Java, and PHP on nearly every aspect of the various EX products in the Qualtrics XM platform.

## PROJECTS

---

**Bartender's Manual**

**Feb 2020 – Present**

A web and mobile application for tracking what cocktail ingredients you own and recommending cocktails for you to make. Currently at 2.3K yearly active users and growing.

- Built the application end-to-end using React/Next.js for the web application, Express/GraphQL for the back-end/API layer, Jetpack Compose for the Android application, and Swift UI for the iOS application.
- Created an intricate hierarchical database of cocktails and ingredients powered by scraped recipes from books and websites for nearly a thousand cocktails.
- Developed algorithms for vector-based cocktail recommendation and hierarchical ingredient substitution.

## EDUCATION

---

**University of California, Los Angeles**  
**B.S. Computer Science**

**2013 – 2017**

- Relevant coursework: data structures, algorithms, computer graphics (OpenGL and WebGL), mathematical modeling, basic computer architecture, computer organization, assembly languages (IA-32, x86-64, MIPS), software construction, digital logic design, and Unity game design.

## SKILLS

---

- **Languages:** TypeScript, JavaScript, Java, Python, Kotlin, HTML, CSS
- **Frameworks and Technologies:** React, Node.js, Express, LangChain/LangGraph, Spring Boot, Jetpack Compose