

# Jacob Speicher

(570) 730 - 6366  
speicherjacob@gmail.com  
github.com/jacobspeicher  
paetramon.itch.io

## EXPERIENCE

### **Epic Systems, Madison, WI** — *Software Developer*

JULY 2019 - DECEMBER 2020

- Web based application development, migrating existing functionality from visual basic. Working on the bed planning module of Epic's Grand Central product used for admitting, discharging, and transferring hospital inpatients.
- Small team of 4 developers, working closely with Grand Central QA members and the UX designer.
- Languages in use: C#, Typescript, HTML/CSS

### **Bentley Systems, Exton, PA** — *Software Development Intern*

MAY 2018 - AUGUST 2018

- Used machine learning and computer vision to build connected diagrams of construction project plans from a given PDF.
- Largely independent work, communicating and sharing work with the project's team lead.
- Language in use: Python

### **CogWorks Lab, Troy, NY** — *Researcher*

FEBRUARY 2017 - MAY 2019

- Implemented lookahead on cross-entropy reinforcement learning models that played Tetris so they could make decisions using information about future pieces, with the goal of better emulating human performance.
- Independent work, communicating with the lead grad student and professor.
- Language in use: Python

## PROJECTS

### **PONG** — *6502 Assembly*

- A ROM for 2-player pong. Playable on an NES emulator, or on the original NES using a flash cartridge.

### **RPI Tours** — *Swift*

- iOS app to help prospective RPI students take self-guided tours of campus

## EDUCATION

### **Rensselaer Polytechnic Institute, Troy, NY** — *B.S. Computer Science, Cognitive Science*

GRADUATED MAY 2019

Dual major with an Artificial Intelligence & Data concentration, GPA: 3.41

## SKILLS

- Programming for close to a decade
- Strong understanding of C, C++, and Python
- Experienced with C# and web technologies
- Team based project work
- Time management

## OTHER PROJECTS

- Beacon (GDScript): 2D puzzle game about illuminating paths.
- Wormhole (GDScript): A 2D platformer with gravity-switching mechanics.
- Arena (C#): 2D space shooter, similar to asteroids.
- Hackathonator (Python): Endless typing game.