Jacob Aminia

jake.aminia@gmail.com | linkedin.com/in/jacob-aminia
github.com/jakeaminia | jakeaminia.github.io

EDUCATION

University of Wisconsin-Madison — Madison, WI
Data Science, M.S. (Expected 05/2025)
GPA: N/A

University of Wisconsin-Madison — Madison, WI
Computer Science, B.S.
GPA: 3.68

Relevant Courses

Intro to Artificial Intelligence, Intro to Cryptography, Intro to Algorithms, Mobile Systems & Applications, Theory of Programming Languages, Java Programming I-III, Linear Algebra, Multivariable Calculus

EXPERIENCE

Rebuy Inc. — Los Angeles, CA
Software Engineering Intern — June 2024 - Present

- Set up and conducting automated testing of Rebuy's Shopify store software in JavaScript with Playwright, reporting results automatically to Slack developer channels with a custom Slack bot.
- Wrote a Kubernetes CronJob that measures response timing data for these tests and inserts it into a PostgreSQL database.

Scale Media Inc. — Los Angeles, CA
Data Analytics Intern — May 2023 - August 2023

- Wrote a program in Python that automatically calls REST APIs from the Bureau of Economic Analysis to gather macroeconomic data annually, which allowed Scale's marketing team to gain insight into local economic trends for their target markets.
- Conducted QA on Scale's Tableau databases after a company-wide procedural shift in calculations and presented reported findings to the relevant team members.

Snap Inc. — Santa Monica, CA
Software Engineer Intern — May 2022 - September 2022

- Wrote a program in Java and Python, using REST APIs and interfacing with Google Cloud, to automate the process of collecting and interpreting crash log files for Snapchat lenses, alleviating a significant time-consuming burden for the software engineers on my team.
- Gained firsthand experience in software development methodologies, such as SCRUM and CI/CD.

PROJECTS

"Badgeroo" Android App

- Contributed to an Android app written in Java that helps users find college roommates.
- Coordinated the semester-long group project, using GitHub for version control.

Chess Board

- Wrote a two-player text-interface chess application in Python.

DAG Topological Ordering

- Implemented a directed acyclic graph topological ordering algorithm in Python.
- Used the program to create a curriculum for the parkour club I started on campus.

Other

Programming Languages: Python, JavaScript, Java, C/C++, SQL
Technologies: Playwright, Docker, Kubernetes, BitBucket, GitHub