

Jake Gutierrez

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EDUCATION

Southwestern University

B.A. in Computer Science and Business

May 2022

Georgetown, TX

Blinn College

Associate's in Liberal Arts

May 2018

Bryan, TX

COMPUTER SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), JavaScript, HTML/CSS, R

Frameworks: React.js, Node.js, Flask, JUnit, WordPress

Developer Tools: Git, Docker, TravisCI, Google Cloud Platform, VS Code, Visual Studio, PyCharm, IntelliJ, Eclipse

Libraries: pandas, NumPy, Matplotlib

EXPERIENCE

Software Engineer Intern | Indeed | Cancelled to COVID-19

May 2020 – Aug. 2020

Information Technology Support Specialist

Sep. 2018 – Present

Southwestern University

Georgetown, TX

Windows, MacOS

- Communicate with managers to set up campus computers used on campus
- Assess and troubleshoot computer problems brought by students, faculty and staff
- Maintain upkeep of 200 printers across campus

Artificial Intelligence Research Assistant

May 2019 – July 2019

Southwestern University

Georgetown, TX

Java, Python, PyTorch, Git, Maven

- Programmed in Java and Python to use AI to procedurally generate video game dungeons based off of The Legend of Zelda
- Developed a game in Java to test the generated dungeons
- Contributed 50K+ lines of code to an established codebase via Git
- Conducted a human subject study to determine which video game dungeon generation technique is enjoyable
- Wrote an 8-page paper and gave multiple presentations on-campus
- Applied to World Conference on Computational Intelligence

Instructor

Jan. 2018 – Aug. 2018

FUNgineering

College Station, TX

Windows, Linux

- Taught game design and programming through Scratch and Roblox Studio to children 6-13 years old
- Taught children problem solving skills through Minecraft
- Ensure Windows 10 computers and a Linux server ran properly

PROJECTS

Simple Paintball | Spigot API, Java, Maven, TravisCI, Git

May 2018 – Present

- Developed a Minecraft server plugin to entertain kids during free time at FUNgineering
- Published plugin to websites gaining 2K+ downloads and an average 4.5/5-star review
- Implemented continuous delivery using TravisCI to build the plugin upon new a release
- Collaborated with Minecraft server administrators to suggest features and get feedback about the plugin

Praylink | Python, Flask, Git, Twilio API, Docker

Nov. 2016 – Nov. 2018

- Developed an efficient way to gather prayer requests by text message through the Twilio API
- Developed a front-end for users to view and pray over prayer requests and get updates on prayed prayer request

CS:GO Tournament Growth | Python, Pandas, Matplotlib, Kaggle

Jan. 2020

- Analyzed tournament data for the game CS:GO by country and year
- Utilized pandas to clean up data
- Utilized Matplotlib to visualize data
- Analyzed data by country and year to estimate growth of tournaments