

JAKE HERRON

Los Angeles, CA

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EDUCATION

University of California, Los Angeles (UCLA)

Bachelor of Science in Computer Science — GPA: 3.70

Graduation: June 2022

Los Angeles, CA

Relevant Coursework

- Algorithms and Complexity
- Data Structures
- Programming Languages
- Operating Systems
- Software Construction
- Computer Architecture

EXPERIENCE

Arista Networks

June 2021 – September 2021

Software Engineering Intern

San Francisco, CA

- Incorporated a new Historical Search feature in CloudVision Portal allowing endpoint location search requests to query for the state of a network at any time in the past 30 days using Go, Elasticsearch, and internal APIs
- Extended functionality of Elasticsearch database search engine driver to correctly find historical entries for devices and endpoints on a network
- Maintained over 450 unit and integration tests to facilitate agile development and code quality

Precision Diagnostics

July 2019 – September 2019

Information Technology Intern

San Diego, CA

- Tested and documented Python and Django projects used for primary laboratory processing of over 100k tests daily in order to facilitate better code readability
- Created technical documentation to aid in the onboarding of future developers

SKILLS

Languages: Python, C++, C, Java, Javascript, Go (golang)

Frameworks: React, Node, Express, MongoDB, HBase, Elasticsearch, HTML/CSS

Development Tools: Git, Gerrit, Jenkins, Heroku, Linux

PROJECTS

Billboard Hot 100 Charts Web App — React, Node, Python, MongoDB, Heroku

January 2021

- Created a web application that allows users to retrieve the top songs on the Billboard Hot 100 on any date in history over the past 75 years
- Implemented additional functionality with the Spotify REST API to provide accurate track metadata and link to song and artist pages
- Incorporated a Python web scraper to gather chart data and populate the database with over 300k total track entries

Multithreaded File Compressor — Java

May 2021

- Developed a multithreaded gzip file compressor in Java utilizing object-oriented programming principles
- Improved performance of the application with a 300% drop in runtime compared to a single threaded compressor

3D Pinball Game — Javascript, WebGL

November 2020

- Designed and developed a 3D interactive Pinball game featuring realistic physics simulation and collision detection
- Collaborated with a group for the final project of a Computer Graphics course and was regarded as the best demo out of 15 groups