Jake Leslie

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Education

University of Detroit Mercy — Detroit, MI
Bachelor of Arts in Computer Science — *Aug. 2018 – Apr 2023*
GPA: 3.51
Relevant coursework: Calculus 3, Discrete Math, Data Structures and Algorithms, Database Systems and programming, Mobile Application Development, Web Technologies, Operating Systems, Computer Networking

Technical Skills

Languages: Java, Python, C/C++, SQL, JavaScript, TypeScript, HTML/CSS, Shell scripting
Frameworks/Libraries: React, Node.js, Redux, MaterialUI, BootStrap, jQuery, FastAPI, Pandas, NumPy
Technologies: Git, VCS, Linux, Ubuntu, Docker, Jira and Confluence, PowerBI, OracleDB

Professional Experience

Digitalization Engineer Intern — Jan 2023 - Present
Forvia — *Sterling Heights, MI*
- Created Work Breakdown Structures to assist project planning.
- Coordinated and planned projects with team members from all over the world to decide on requirements and update plans.

Software Engineering Student Co op 1 — Jan 2022 - Jan 2023
DTE Energy — *Detroit, MI*
- Used PowerBI to re-design and re-implement internal websites, allowing team members to easily work with data in a well-designed interactive dashboard.
- Used SQL to create and re-write complex queries that are used in critical websites that the team relies on.

Software Engineering Intern — May 2021 - Sep 2021
BluOasis — *Seattle, WA*
- Redesigned the product's user interface with a new front-end and implemented it with HTML, CSS, JavaScript, and Chart.js.
- Implemented interactive charts across the website that reacted to hardware data sent from the main product, including battery, water, and solar levels.
- Used VCS extensively to keep the product up to date with the many changes that were constantly being made.

Projects

Type 1 Diabetes Model Evaluation | *Python, Pandas, NumPy, Jupyter Notebooks*
- Using Python we compared decision tree classifier, support vector machines, and logisitc regression over two carefully selected datasets to see which model was the best for predicting type 1 diabetes in a person.
- Used stratified cross-validation to ensure that the data that was getting tested was representative of the entire set.
- Made heatmaps and diagrams using Python libraries to see the data better and help make determinations about the data.
- Used Precision, Recall, and F-Score to determine the validity of our results.

Basketball Statistics Website | *TypeScript, React, Rest API*
- Used the balldontlie API to get information about professional specific basketball players.
- Using React and TypeScript, used useEffect, useState, and other state hooks to store the values that were obtained with asynchronous API requests so that they can be displayed for users.
- Implemented a custom CSS design using the glassmorphism design style so that the website has a modern and sleek look.

Pokemon API | *Python, Fast API*
- Built out an API using a json file full of pokemon information so that users can easily query the API and get all of the data they need.
- Implemented commonly needed and easy to use endpoints such as: name, type, and base which can all be used to give information about the pokemon.
- Included error checking and proper status code error responses so that the user can see what went wrong.