# Jarett Gross

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**Campus Address:** Campus Box 6872, 6985 Snow Way Drive, St. Louis, MO 63130
**Permanent Address:** 14 Surrey Road, Great Neck, NY 11020

**EDUCATION**

**Washington University in St. Louis**
Bachelor of Science Candidate, December 2017
Majors: Computer Science; Mathematics (Statistics and Probability)
Cumulative GPA: 3.91/4.00
Honors**:** Dean's List (Fall 2014, Spring 2015, Fall 2015, Spring 2016)

**Relevant Coursework:**

| | |
|---|---|
| Algorithms and Data Structures | Introduction to Machine Learning |
| Video Game Programming | Computer Graphics |
| Database Management Systems | Probability |

**EXPERIENCE**

**Washington University in St. Louis – Teaching Assistant**
- **Computer Science I, CSE 131 (Fall 2015)**
- **Object-Oriented Software Development, CSE 332 (Spring 2016, August 2016 – present)**
- **Database Management Systems, CSE 530 (August 2016 – present)**

Mentored students during weekly office hours to help them understand coursework; graded student work.

**Freelance Web Developer**
Designed and developed websites for clients using HTML and CSS

**PROJECTS**

**Summate (Summer 2015)**
Developed a puzzle game for iPhone with Unreal Engine 4 visual scripting. Used various tools within Unreal Engine to create the gameplay and the UI.

**Tunnel (Spring 2016)**
Developed a procedurally generated, networked multiplayer, first-person shooter for Windows/Mac/Linux with Unity3D on a team of five. The game terrain is built of meshes created with a combination of regular noise and Perlin noise and the marching cubes algorithm. The network code utilizes Unity's scripting API and allows players to run a local server on their machine for others to connect with.

**Boiler Escape (Summer 2016)**
Developed a 2D puzzle-platformer with Unity. Features a water particle system as the main puzzle and platforming element of the game. The water interacts with various platforming elements to create puzzles.

**PlayShip (Summer 2016)**
Developed PlayShip (https://www.playship.io), a pay-it-forward gaming community, where users supply games to pass on to other users; combination of pay-it-forward and game rental. Built from scratch with a Node.js, Expressjs, and MongoDB backend, the site tracks games and users, displaying which games can go to which users. Information about games is pulled from an API and users are notified when they have incoming games or an upcoming due date.

**SKILLS**

| Programming | Platforms & Tools |
|---|---|
| o Java – Fluent, 5 years | o Microsoft Windows |
| o Python – Proficient, 4 years | o OS X |
| o C++ – Proficient, 2 years | o Linux |
| o HTML/CSS – Proficient, 2 years | o Unreal Engine |
| o JavaScript – Proficient, 2 years | o Unity |
| o Node.js – Proficient, 2 years | o AngularJS |
| o C# – Proficient, 2 years | o Matlab |
| o PHP – Familiar, 2 years | o XCode |
| o Swift – Familiar, 1 year | o Git |

**ADDITIONAL WORK**

**Counselor at Pierce Country Day Camp, Roslyn, NY (Summers 2013-2015)**
Supervised and acted as a counselor for about twenty six-year-olds for three summers.