Jarett Gross

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(516) 644-3097

EDUCATION

Washington University in St. Louis
Bachelor of Science Candidate, December 2017
Majors: Computer Science; Mathematics (Statistics and Probability)
Cumulative GPA: 3.87/4.00
Honors**:** Dean's List (all semesters)

Relevant Coursework

Algorithms and Data Structures	Computer Graphics
Video Game Programming	Probability

EXPERIENCE

Amazon – Software Development Engineer Intern (Summer 2017)
Developed a back-end service in Java and a web interface with Angular 2 and Typescript to easily debug customer-reported issues as part of the Content Access Authority team of Amazon Video.

Washington University in St. Louis – Head Teaching Assistant (Fall 2017)
- **Object-Oriented Software Development, CSE 332**

Managed 15 teaching assistants; scheduled office hours and grading. Helped students understand coursework in-class and at weekly office hours.

Washington University in St. Louis – Teaching Assistant (Spring 2016 – Fall 2017)
- **Computer Vision, CSE 559**
- **Database Management Systems, CSE 530**
- **Mobile Application Development, CSE 438**
- **Object-Oriented Software Development, CSE 332**

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

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, a pay-it-forward gaming community, where users supply games to pass on to other users. Built from scratch with a Node.js, Express, 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 by email when they have incoming games or an upcoming due date.

Summate (Summer 2015)
Developed a puzzle game for iPhone with Unreal Engine 4 visual scripting.

SKILLS

Programming	Platforms & Tools
Java – Fluent, 5 years	Microsoft Windows
Python – Proficient, 4 years	OS X
C++ – Proficient, 3 years	Linux
HTML/CSS – Proficient, 3 years	Unreal Engine
JavaScript – Proficient, 3 years	Unity
Node.js – Proficient, 3 years	AngularJS/Angular 2
C# – Proficient, 3 years	Matlab