Jarett Gross

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EDUCATION

Washington University in St. Louis – GPA 3.89/4.00
Bachelor of Science – Computer Science
Second Major in Mathematics (Statistics and Probability)
Magna Cum Laude; Dean's List (all semesters)

EXPERIENCE

Amazon – Software Development Engineer II (September 2020 – Present)
Developed a service for pushing real-time messages to Alexa GUI devices to replace existing polling mechanisms as part of the Alexa Smart Home team.

Amazon – Software Development Engineer II (April 2019 – September 2020)
Developed an AWS service for game developers to add online features to their games, such as stats, achievements, commerce, and notifications as part of the Game Tech team.

Amazon – Software Development Engineer (March 2018 – April 2019)
Developed various portions of the home and clocks user interface experiences for the Echo Show and Echo Spot with Android as part of the Alexa Devices home team.

Amazon – Software Development Engineer Intern (May 2017 – August 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 (August 2017 – December 2017)
- Object-Oriented Software Development

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
- Database Management Systems
- Mobile Application Development
- Object-Oriented Software Development

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

PROJECTS

Procedural Planet Generator (Winter 2017)
Created a procedural planet generator in with WebGL and Three.js. Planets are procedurally generated using pseudorandom noise to alter the terrain of the planet. Planets can be formed with triangles or with hexagons and pentagons.

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 to.

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.

SKILLS

Programming
- Java – Fluent, 8 years
- C# – Fluent, 6 years
- C++ – Proficient, 5 years
- HTML/CSS – Proficient, 5 years
- JavaScript – Proficient, 5 years
- Python – Proficient, 6 years