

Jacob Nye

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WORK EXPERIENCE

US Signal - NOC Technician

Sep - Dec 2024

- Troubleshoot Cisco ONS 15454 nodes using DWDM and SONET with Transport and OSP Engineers.
- Monitored network alarms via OpenNMS; resolved issues on backbone Adtran, Cisco, and Tellabs gear.
- Coordinated field tech dispatch and vendor escalations to resolve fiber cuts/issues within SLA targets.
- Managed change windows, maintenance events, and incident documentation using Salesforce.

Chipotle - Crew Member

Fall 2025

- Demonstrated multitasking and teamwork across prep, grill, and customer service roles.

EDUCATION & CERTIFICATIONS

University of Michigan - Dearborn

December, 2022

B.S. Software Engineering

- Graduated summa cum laude with GPA 3.97

Cisco Certified Network Associate (CCNA 200-301)

July, 2024

PROJECTS

Dodge Tracker – *React, Flask, Python, MySQL, JavaScript, Tailwindcss*

Built a full-stack application that live-tracks League of Legends dodges via the Riot API using continuous polling and SQL-based stat tracking. Implemented multi-threaded region checks for improved performance, leveraging LLM-assisted development to accelerate concurrency design and iteration.

Letterboxd Higher or Lower – *React, Express, PostgreSQL, Redis, TypeScript, Axios, Cheerio, Tailwindcss*

Game where users pick the higher rated movie. Scrapped 11,000 Letterboxd entries; stored in PostgreSQL. Redis for cache checking. Google OAuth2.0 logins. Cookie auto-login. Multiple difficulties. Backend anti-trust logic.

Chiv Pug Bot – *TypeScript, Discord.js, Discord API, PostgreSQL, Redis, Railway*

Discord bot for managing competitive pickup games with 200+ active users. Built with Discord.js and the Discord API to handle event-driven commands. Implemented TrueSkill-based MMR, leaderboards, and persistent player/match history using PostgreSQL with Redis caching.

Leetify & Riot/Faceit Match Analysis – *JavaScript, TypeScript, Playwright, Python, Pandas, PostgreSQL*

Leveraged LLMs and regression models to analyze 240,000+ Leetify data points, evaluating the predictive strength of custom performance metrics. Conducted Monte Carlo simulations and chi-squared tests on Riot Games and Faceit API data to compare matchmaking outcomes and assess claims of engagement-based matchmaking.

Translation Networks – *PHP, JavaScript, Bootstrap 4*

Refactored legacy media archive site used by UofM students. Worked with client to complete all user stories and backlogs, including WCAG 2.1 AA, search UX, dynamic forms, and layout per client feedback.

SKILLS

Languages: JavaScript, TypeScript, Python, C++, SQL, HTML, CSS

Frameworks: React, Flask, Express, Tailwindcss, Node.js

Tools: Redis, VS Code, Git, Github, OpenNMS, Cisco Transport Controller, Salesforce