**Jacob Burley**

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**Education**

**University of Michigan – Ann Arbor** **Dec 2020**

B.S.E. in Computer Science GPA: 3.422 /4.0

* **Relevant Courses:** Operating Systems, Foundations of Computer Science,

Data Structures and Algorithms, Intro to Computer Organization

* **Awards and Honors:** Deans List Fall 2018

**Work Experience**

**Western Digital**

Customer Solutions Intern Jan 2019 - Aug 2019

* Developed and improved CLI tools to diagnose failing storage devices: integrated standard tests into executables, added support for targeting devices by path, categorized output by drive model.
* Added support to internal tools for the FreeBSD operating system and added support for additional drive vendors to FreeBSD’s camcontrol.
* Improved Drive Log Decoding tools for NVMe devices by increasing ease of extensibility, as well as adding or improving support for output formats such as plaintext, HTML, and JSON.
* Updated automation scripts to more thoroughly test our drive maintenance tools, and to reflect additional features added.
* Modified scripted Jenkins pipeline to decrease build time for projects integrating multiple git repositories, created scripts to automate artifact generation for error documentation during builds.
* Restructured Jenkins pipeline to generate documentation during builds, enabling our team to always have up-to-date documentation in multiple formats.

**Drake Enterprises**

IT Intern Jun 2018 - Aug 2018

* Created reports using Power BI to measure performance metrics for the Maintenance department, including customer satisfaction, and downtime for unplanned maintenance.

**Skills**

**Languages**: C, C++, Python, BASH, CSS, HTML, Groovy, Markdown, T-SQL, javascript

**Tools**: Git, SQL Server, CMake, Jenkins, Ubuntu, RHEL/CentOS, FreeBSD

**Libraries**: Glib, Boost, React.js, Electron.js, Node.js

**Project Experience**

**VR Basketball**

* Developed a simple basketball game for the Oculus Rift and HTC Vive Platforms using unity, game included simple movement mechanics, a scoring system, and the ability to generate new balls. Scripting was done in C#.

**University of Michigan, College of Engineering, Ann Arbor, MI**

Underwater Vehicle Design

* Designed and implemented specifications for a working remotely operated vehicle that was able to report video information back to its users.

**Activities**

* Varsity Wrestling – High School Athletics club that I was the team captain of for 3 years.
* M-Lead: Volunteering activities during first week of college. I went through training sessions on how to create an inclusive environment and helped with move-in for freshman students at the University of Michigan.