Jack Wyatt Jebef

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GOALS

Early career professional seeking a full-time SWE role with a team that values interdisciplinary collaboration, ownership, and impact. Interests: entrepreneurship, product design and management, low-level software architecture, audio/visual tools, real-time graphics simulation.

EDUCATION

University of California, Berkeley

B.S. Electrical Engineering and Computer Sciences   *May 2024*

- **Selected Coursework: CS 170**: Efficient Algorithms and Intractable Problems, **CS 162**: Operating Systems and Systems Programming, **CS 161**: Computer Security, **C 191**: Intro to Quantum Computing, **CS 188**: Intro to Artificial Intelligence, **MUSIC 107**: Independent Projects in Computer Music

PROJECTS

Crater 🔗

React, JS/TS, CSS, MusicBrainz API, Supabase, Blender, Aseprite   *Fall 2025*

- Shipped a free web application enabling users to create/share digital music grams known as "crates" using TS, React, and vanilla CSS for the frontend and Supabase/Deno for the backend
- Built a custom search engine with MusicBrainz API allowing users to search by release or artist
- Designed an accountless system using unique key appended URLs eliminating user onboarding, personal data collection, and reducing backend infrastructure by ~90%

Lone Palm Island 🔗

OpenGL, GLSL, Blender, CMake, C++   *Spring 2025*

- Engineered a C++ rendering pipeline leveraging OpenGL 3.3 and custom GLSL vertex/fragment shaders to produce physically inspired, real-time water and lighting effects
- Employed advanced graphical techniques - geometry shaders and independent framebuffers - to render dynamic water textures and correct unwanted visual artifacts
- Developed a cross-platform build system using CMake, vcpkg, and Ninja, automating dependency installation and enabling reproducible local builds for MacOS and Windows

WORK EXPERIENCE

Freelance Web Development

Fullstack Engineer   *Winter 2025 - Present*

- Build assets, components, and complete sites catered to the client's vision
- Leverage a dependency-light stack to ensure product longevity

Boom City Builders

Lead Carpenter   *Winter 2024 - Present*

- Specialize in home renovations and remodels
- **Hard Skills:** exterior/interior finish carpentry, structural framing, drywall, door/window installation, demo, handyman services, design consulting, general labor

SKILLS

Languages: JS/TS, CSS, HTML, C++, GLSL, Python, C, Max
Tools/Frameworks: React, OpenGL, CMake, Figma, Blender, Aseprite, Ableton