

Jekko Syquia

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<https://jekkogray.github.io/jekkogray.io/>

TECHNICAL SKILLS

Languages: Kotlin, Swift, Java, Javascript, Python, Objective-C, C/C++, C#, Bash, XML, HTML/CSS, SQL/NoSQL
Tools: AWS, Node.js, REST API, WebGL, Git/Github, React.js, JetPack Compose, SwiftUI, Docker, Travis CI,
Software: Unity(VR)(C#), Unreal Engine, Blender, Gamemaker, Adobe Creative Cloud (XD, PS, AI, AE)
OS: Windows, UNIX/LINUX/MACOS
Database: Firebase(Cloud-based NoSQL), MongoDB(NoSQL), MySQL

WORK EXPERIENCE

Unreal Engine Development Lead

July 2022 - March 2023

The MITRE Corporation, Supply Chain

Remote, Waldorf, MD

- Designed and developed a digital twin of the port of Mobile in Unreal Engine 5. This includes logistics.
- Created 3D models and animations to simulate and capture discrete event simulation.
- Lead the team development goals and reached application demo product in less than two months increased speed of product demo delivery by 50 percent.
- Project leads and Supply Chain VP was impressed with the Demo and seen this as viable product in the future.
- Trained incoming developers to the project, and guided integration.

Software Engineer

July 2022 - March 2023

The MITRE Corporation, High Performance Computing

Remote, Waldorf, MD

- Streamlined and transitioned software deployment process on Ansible.
- Worked on multiple development and testing efforts for C-SPAN.
- Organized and facilitate the HPC Community of Practice.
- Researched and deployed OpenOnDemand.

iOS Mobile Software Development Lead

October 2022 - Present

The MITRE Corporation, FCC TRS IRIS

Remote, Waldorf, MD

- Developed the iOS platform application of an existing Android application in less than two months for WhiteLabel.
- Lead for R&D build of a cross-platform solution for incoming calls using notification system out for Firebase Cloud Messaging and Amazon SNS on React Native.
- Designed and developed a solution that improves background processes for all platforms that support incoming calls using the Notification system .
- Improved the cross-platform support in the Application server by adding support for calls on Android and IOS and external numbers.
- Designed and presented documentations for software applications and the notification system.

Software Engineer

July 2021 - October 2022

onceLabs LLC

Remote, Waldorf, MD

- Designed, developed and published full scale Android and iOS applications focused on bluetooth, wireless connectivity and control using Kotlin and Swift.
- Developed Component based modern Android applications using Jetpack Compose.
- Designed and implemented complex user interfaces, frameworks and robust app architectures for both the front-end and back-end architectures.
- Migrated and maintained DevOPS operations on the onceLabs website to an AWS EBS instance with the integration of Docker/Docker Compose and Travis CI.

Full Stack Developer and Laboratory Technician

November 2018 - May 2021

The George Washington University: School of Engineering & Applied Sciences

Washington, DC

- Full-stack development on a web portal for judges in the research showcases competition. Designed and developed 3D models for the Mozilla Hubs research showcase.
- Designed and performed yearly Arduino and Raspberry Pi workshops written in C++.
- Aided professors and students with technical issues surrounding software installation, 3D printing requests, and DHCP and AWS registration.

PROJECTS

PhotoComposer *Kotlin/Java, Gradle, TensorFlow, Android SDK, Firebase(NoSQL), MLKit, PixabayAPI, OpenCV* <https://github.com/jekkogray/Photo-Composer>

PhotoComposer is an Android smart-camera app that teaches users how to take better photos. Used Tensorflow and MLKIT to perform complex subject detections. Won the The Gary and Judy Bard Entrepreneurial Engineering Endowment Award for this senior project

SpotThat *Kotlin/Java, Gradle, Spotify REST API / OAuth(JSON), Firebase(NoSQL), Google Maps SDK* <https://github.com/jekkogray/SpotThat>

Designed and developed an Android application written in Kotlin to aggregate, pin and play playlist by different users in the application around the world. Managed and designed the NoSQL database to enable efficient networking calls on the FireBase Real Time Database. Registered and stored user information playlist with OAuthentication in the Spotify API.

Research and Development Showcase Judging Web Application *Node.js, React.js, MongoDB, Express*

Worked as a project co-manager with a team of programmers tasked with developing an automated version of the judging system for the yearly showcase in GWU. Helped innovate the first automated judging system using Node.js with React.js for the client and MongoDB with express for the server side. Performed weekly testing and optimizations for the judging portal application to ensure reliability.

EDUCATION

Bachelor of Science in Computer Science

The George Washington University

May 2021

Washington, DC

AWARDS

Applause Award - FCC Iris

Mitre **2022**

Spark Award - FCC Iris

Mitre **2021**

The Gary and Judy Bard Entrepreneurial Engineering Endowment Award

GWU **2021**

Adobe Creative Jam 2018 Winner - Graphic Design

Adobe **2018**

Presidential Academic Art Scholarship Awardee

The George Washington University **2017-2021**

Class Salutatorian

St. Charles High School **2017**