

JESSE BENNETT

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SKILLS

C#, C++, Unity, Unreal, UI/UX, Python, JavaScript, Java, Kotlin, Swift, Ruby on Rails, Linux, Bash, Git, Perforce, MySQL, Jira, Agile, Embedded Systems, Realtime Systems, VSCode, Xcode, Android Studio, OOP, Software Engineering, Game Development, Frontend Development, Mobile Development, Web Development, TDD, Debugging, Automation, ML, AI, Problem Solving, Teamwork, Public Speaking, Communication, Optimization

EDUCATION

Bachelor of Computer Science (Computing Systems, Artificial Intelligence) | TMU 2024 | GPA 3.34

Coursework: Software Engineering, Data Structures and Algorithms, Networking Principles and Architecture, Computer Hardware, Computer Organization and Architecture, Database Management Systems, Web App Development, Linux, Operating Systems, Machine Learning, Natural Language Processing, Artificial Intelligence, Computer Vision, Programming Languages & Theory, Computer Security, Senior Seminar (Capstone), Discrete Mathematics, Calculus 1

WORK EXPERIENCE

VIASAT INC

Software Engineer (May 2024 – Present)

- Formulated a dynamic solution for scenario generation that can be transferred between lab machines.
- Wrote regression tests to simulate F35 CNI verification.
- Performed MATLAB analysis to verify RF signal spacing with a 100-nanosecond tolerance.

Software Engineering Intern (May 2023 – August 2023)

- Increased coverage of automation test suite in accordance with AIMS standards by 50%.
- Verified accuracy of codebase through holistic debugging, rewriting, and user testing.
- Prepared final application for scheduled customer release.

BENNETT APPS

Founder, Indie Game Developer (April 2018 – Present)

- Pioneered original video game applications from concept to production.
 - Published to steam, apple app store, google play store, and the web.
 - Generated over 2 million unique impressions through social media marketing and content creation.
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PROJECTS

SKYDOM (PC GAME)

- C#, Unity Game Engine, Game Development, Visual Studio, Kanban
- Employed latest game design software to create layouts, levels, characters, and individual game elements and aspects.
- Accomplished project objectives in technical and design areas to facilitate smooth, customer-focused gameplay.

WEBSITE (BENNETTAPPS.COM)

- HTML5, CSS3, Bootstrap, Github pages
- Increased web traffic by improving navigation, creating dynamic media sections, and adding social media plugins.
- Created images and redirect links for use in marketing campaigns.

MACHINE LEARNING STOCK PREDICTION (SENIOR CAPSTONE)

- Python, Jupyter, Machine Learning, Neural Networks, Deep Learning, Regression, LSTM
- Prepare historical data for various Artificial Intelligence Models.
- Develop AI to predict a stock's gain within a one-year period to aid in financial and investment decisions.