

# Jesse Pelzar

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## Education

**Binghamton University, State University of New York, Watson School of Engineering**

*Expected May 2019*

Bachelor of Computer Engineering

Major GPA: 3.5/4.00 Cumulative GPA: 3.00/4.00

[Github](#)

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## Technical Skills

**Computer Programming:** Javascript, Node.js, C, C#, MATLAB, HTML5, CSS, Swift, VHDL

**Computer Programs:** Visual Studio, XCode, Madrix 3, Git, Resolume, Unity3D, Maya, Adobe CC

**Computer Hardware:** Arduino Board, Raspberry Pi, Intel Edison, Intel Realsense, FPGA, IOS, Sensors, Oculus Rift

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## Professional Experience

**LUMA Projection Arts Festival - The Wonderful Wizard**

*Binghamton, NY | Software Engineer & 3D Designer, Project Leader*

*July 2017 – Present*

- Developed a 3D modeled motion tracked head using an Intel Realsense SR300
- Project was built in Unity3D using C# for the functionality and Autodesk Maya for the Creation of all 3D assets.
- Coordinated design goals with the LUMA team and gained valuable experience throughout the whole process.

**Loomx LLC - Personal Company**

*Jericho, NY*

*Founder/CEO*

*December 2016 – Present*

- Loomx specializes in amplifying audio based experiences through the process of programming and designing responsive lighting installations.
- Utilized hardware such as DMX led controllers, WS2812B LEDs, Arduino and Raspberry Pi microcontrollers.
- Developed a physical controller enabling clients to customize lighting options that best compliments their desires.
- Numerous installations within the state of New York and growing.

**PhonofixBU - Personal Company**

*Binghamton, NY*

*Founder/CEO*

*April 2014 – Present*

[Website](#)

- Developed a user friendly website incorporating node.js making it painless for Binghamton University students to schedule a repair for their iPhones.
- Over the course of three years, we successfully repaired 2,000+ iPhones

**LoomVR - Startup Company**

*Binghamton, NY*

*Co-Founder*

*December 2015 – May 2017*

- Concepted, designed and developed a virtual reality experience providing a enjoyable way for people to learn a new language.
- Utilized the programing environment Unity3D and Maya for the developmental process.
- Started and oversaw an independent study at Binghamton University that granted students the opportunity to contribute their skills towards the production of LoomVR

**Jetti Apps INC - Startup Company**

*Binghamton, NY*

*Co-Founder/CTO*

*December 2015 – May 2017*

- Concepted and designed the UI and UX for an event-based social media app called Pulse for Android and IOS.
- I contributed to the front-end development using Swift within the XCode environment.
- Achieved an active user base of 5000+ within the first week of launching.

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## Leadership

**Binghamton University Entrepreneurship Learning Community**

*Binghamton, NY*

*Entrepreneur*

*August 2014 – May 2017*

- Was one of 15 people chosen from a pool of over 200 applicants
- Given the opportunity to network amongst students with a range of skill sets that contributed to numerous collaborations.