

# Jacob A. Frausto

[jacob\\_frausto@brown.edu](mailto:jacob_frausto@brown.edu) | (801) 696-7002 | [LinkedIn](#) | [GitHub](#) | [Website](#)

## EDUCATION

### BROWN UNIVERSITY

Sc. B. Computer Science, GPA: 3.8/4.0

PROVIDENCE, RI

2019 – 2023

**Relevant Coursework:** Computer Vision, Deep Learning, Software Engineering, Object-Oriented Programming, Algorithms and Data Structures, Discrete Structures and Probability, Machine Learning, Computational Linguistics, Data Science

**Technical Skills:** Proficient – Java, Python, SQL, JavaScript, PyTorch, TensorFlow; Basic – HTML/CSS, Go, React, Beautiful Soup

## EXPERIENCE

### PROVIDENCE PUBLIC LIBRARY

Technology Education Assistant, Bonner Fellow

Providence, RI

September 2019 – Present

- Educated 20 individuals on career development and digital literacy skills for “Pivot the Hustle” spring course.
- Taught 48 individuals how to use Excel and other data analysis tools for “Data Analytics” course.

### SAMSARA

Software Engineer Intern

San Francisco, CA

May 2022 – August 2022

- Developed a paginated report feature that provides customers with a holistic view of their device connectivity data.
- Employed data-driven insights to optimize the performance/behavior of several in-house React components.

### AMAZON

Software Development Engineer Intern (AWS)

New York, NY

June 2021 – August 2021

- Designed and deployed a service in Java to collect and aggregate metrics on the performance of SAT/SMT solvers.
- Utilized AWS microservices to construct cloud-based pipelines and infrastructure.

### BROWN UNIVERSITY

Undergraduate Teaching Assistant

Providence, RI

September 2020 – December 2020

- Assisted professor to re-design projects, manage coursework, and grade assignments for 300+ students.
- Held 4 hours of office hours weekly to help students understand technical and conceptual components of the course.

### ID TECH CAMPS

Online Instructor

Campbell, CA

May 2020 – August 2020

- Instructed 70+ students ages 7-18 on Python, Java, Scratch, Minecraft, and General Game Design.

## PROJECTS

### genClassBezier2D, Personal

January 2022

- Constructed a procedure to generate several datasets of abstract 2D shapes formed using Bezier curves.
- Produced the architecture for a CNN model that classifies said shapes with 97.53% testing accuracy.

### GeoGuessing With Photo Localization and Deep Learning, Computer Vision

December 2021

- Trained and utilized a CNN model to predict the geographical location of images taken within the 50 U.S. states.
- Achieved a testing accuracy of 20.7% as opposed to 4% accuracy attained by human subjects.

### CelebrityJumble, Personal

July 2020

- Twitter bot implemented in Python; utilizes Tweepy, the Twitter API, and OAuth to collect and reproduce tweets.

### MindMap, Y-Hack 2019 at Yale University

October 2019

- Web application that creates condensed word-map diagrams by transcribing video lectures.
- Utilizes Google Cloud's Speech-to-Text API (through both Python and Java) to extract essential info from uploaded video lectures.

## LEADERSHIP

### MANAGEMENT LEADERSHIP FOR TOMORROW (MLT)

Career Preparation Fellow

Washington, DC

February 2021 – Present

- Selected as one of 480 for an 18-month professional development program for high-achieving diverse talent.
- Complete business case studies and intensive assignments to hone analytical, quantitative and communication skills.

### BROWN ENTREPRENEURSHIP PROGRAM

Tech Team Member

Providence, RI

October 2020 – Present

- Led a three-part webinar series on web development for startup ventures.
- Perform regular technical upkeep for the entrepreneurship community at Brown.

### THE BONNER COMMUNITY FELLOWSHIP

Bonner Fellow

Providence, RI

August 2019 – Present

- Served as a member of a cohort that aims to combine student community engagement with academic and career goals.
- Selected to partner with Providence Public Library in order to deliver technological skills to a total of 450+ adult students.

### HACK@BROWN

Publicity & Outreach Team Member

Providence, RI

October 2019 – January 2021

- Established relationships with campus organizations and departments at Brown and 150+ other universities.
- Managed content creation and social media campaigns for 2,000+ followers on Twitter and Instagram.

## OTHER SKILLS & INTERESTS

**Language:** Native Fluency in Spanish, Professional Proficiency in French.

**Interests:** Ukulele, Bowling, Hiking/Camping, Soccer, Painting, Reading, Education, Entrepreneurship