Jakob Getzel

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SOFTWARE DEVELOPMENT ENGINEER

Accomplished and results-driven software engineer with career expertise in programming and full-stack software development. Foster customer relationships and collaborate across functions to execute concurrent projects across the software development lifecycle to deliver innovative solutions that maximize performance, improve processes, create best practices, enhance user experience, and achieve customer objectives. Core competencies include:

Project Management • Software Engineering • Software Development Lifecycle (SDLC) • Collaboration • Troubleshooting • Documentation • Collaboration • Process Improvement • User Experience • Quality Assurance • Programming • Technical Support • Data Analysis • Coding • Testing • Attention to Detail • Object-Oriented Design

TECHNICAL SKILLS

Programming Languages: Java, C, C++, C#, Python, Typescript, JavaScript/HTML/CSS, Rust, Bash
Technologies: React, Node.js, Jest, Cypress, Git, Pydantic, Unity

EXPERIENCE

Amazon, San Diego, CA
Software Development Engineer,   **June 2022 – January 2023**
Contributed to Frontend and Backend for team responsible for tools used for expanding and configuring stores and fulfillment centers within Amazon Grocery using Typescript, React, Python, and Java.
● Implemented functionality to update and sync data between several services in Amazon with one call to Backend so users would only need to use a single tool for store updates, saving hours of work per store update.

Amazon, San Diego, CA
Software Development Engineer Intern,   **June 2021 – September. 2021**
Worked on UI improvements for tool responsible for automating registration of new stores and fulfillment centers within Amazon Grocery using Typescript and React.
● Increased capabilities of interface to handle the on-boarding of more than 10,000 stores than previously capable.

iD Tech, San Diego, CA   **June 2020 – April 2021**
Computer Science Instructor,
Crafted a general curriculum for students regarding programming in Java, C++, and general computer science concepts.
● Taught lessons to children aged 7 - 19 regarding these concepts, and went over individually crafted lesson plans.
● Interfaced with clients over email crafting learning plans, answering questions, and writing post-session reports.

UC San Diego, San Diego, CA
Computer Science Tutor,   **January 2021 – June 2021**
Responsible for tutoring students regarding Object-Oriented Programming, Java, and general computer science concepts.
● Graded student assignments written in Java, checking for code correctness and style requirements for the class.

PROJECTS

Farmer's Market, **3D Real-time Competitive Multiplayer Game** — bit.ly/farmersMarketUCSD, 2022
● Worked with a team of 7 to design and implement game logic in C++, including designing physics engine, player movements, item interactions, online networking, composing music, and creating SFX within 10 weeks.

Baby, Don't Leave Me!, **Platformer Game Ranked #2 for San Diego Game Jam 2020** — https://bit.ly/3msvMVZ
● Used C# with Unity to design and implement all game mechanics within 48 hours for a platform-puzzle game.

EDUCATION

Bachelor of Science (B.S.) in Computer Science – Music Computing & Arts Minor, cum laude
University of California, San Diego (UCSD), La Jolla, CA
Tau Beta Pi Honors Society, Recruitment Officer — UCSD Caledonian Society — UCSD Provost's Honors