Jakob Getzel

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SOFTWARE DEVELOPMENT ENGINEER

Full-stack software development engineer, proficient in a wide range of programming languages and platforms.

Software Engineering • Full-stack Development • Collaboration • Manual Testing• Process Improvement • Quality Assurance • Data Analysis • Automated Testing • User Experience Design • Object-Oriented Design

TECHNICAL SKILLS

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

EXPERIENCE

Proof.com, San Diego, CA   **May 2023 - Present**
Software/Data Engineer,
Expertly utilized PostgreSQL, Ruby, and AWS to design and implement a data warehouse for Business Intelligence, and performed deep analysis on the data, driving significant growth in data-driven decision-making for senior leadership.
- Employed Python, NLP, and OpenAI APIs to pioneer advanced document classification within the company, enriching internal data availability and empowering data-driven business strategies.

Amazon, San Diego, CA
Software Development Engineer,   **June 2022 – March 2023**
Using Typescript and React, designed and implemented a new Frontend for our service which is responsible for launch managers and internal employees to view and configure all properties for all stores within Amazon Grocery.
- Using python, Implemented functionality to update and sync data between several services in Amazon with one call to Backend so users could update hundreds of stores at a time, saving days of work per bulk 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.

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

Tank!, Online Competitive Multiplayer Game — https://bit.ly/tank-rpg, 2023
- A 2D Top-Down competitive shooter. Fight other tanks to get upgrades for your own tank, and dominate the battlefield! Created with Rust using Bevy and the QUIC network protocol.

Farmer's Market, **3D Real-time Competitive Multiplayer Game** — https://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.

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