Jeremy Wenzel

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EDUCATION

The University of Texas at Austin, Class of 2016*, Texas Interdisciplinary Plan, Polymathic Scholar (Honors Program)*
Bachelor of Science in Computer Science, Major GPA: 3.57

- Polymathic Scholar Honors Thesis Topic: "No Crusades, No Columbus: A Study of Naval Developments 1100-1500"

EXPERIENCE

Alarm.com, Tysons Corner, VA
Senior Software Engineer (May 2018 – Present)
Software Engineer (August 2016 – May 2018**)**

- Lead Software Engineer on integrating Qolsys security panels and products with Alarm.com (ADC) backend.
- Collaborated with Device Engineers to design, develop, and optimize message protocols that communicate between security panels and ADC backend with minimal data usage.
- Refactored and optimized backend infrastructure, utilizing technologies such as caching and multithreading to maintain a 99.99% reliability for over 5,000,000 customers.
- Designed and implemented automated test suites to ensure panel firmware compatibility with the backend.
- Mentored and on-boarded interns and new hires, ensuring they have the tools and knowledge necessary to succeed.

National Financial Partners, Austin, TX
Software Development Intern (May 2015 – August 2015)

- Assisted Support Team to develop solutions to production level bugs and change requests to deliver a satisfactory user experience.
- Gathered requirements and feature requests from various managers and colleagues to design a user-friendly Time Tracking application for internal development and budgetary purposes.

PROJECTS

HabitTracker (February 2018 – Present) https://github.com/jhw866/HabitTracker

- Android app tracking the daily and continuing habits of users, reminding them of repeating habits.
- Utilized the MVP architecture for UI, *Room* for database storage, Services and Broadcasts for user notification, and integrated multiple third-party libraries like *Material-Dialogs* and *ButterKnife*.

Mynecraft (April 2016 – May 2016) https://github.com/David-Parker/MyneCraft

- *Minecraft* clone that builds dynamic terrain infinitely using multiple samples of Perlin Noise and also includes basic features, such as block building, block destroying, day and night cycles, various biospheres, and cave generation.
- Designed and implemented chunk generation to improve rendering process and created simple player animations.
- Collaborated with two teammates to build the game using Ogre3d, Bullet Physics, SDL, SDL Net, and CEGUI, all in C++.

Tap-Tap-Tap (April 2016 – May 2016) https://github.com/jhw866/Tap-Tap-Tap

- Android app to test and enhance user typing on a smart phone by utilizing users Correct Gross Words Per Minute (CGWAM) to examine their performance.
- Developed entire database system to easily retrieve and save data. Also designed and implemented a method for users to easily add and delete words and phrases in the game.

OPEN SOURCE PROJECTS

Material-Dialog https://github.com/afollestad/material-dialogs

- Resolved issue that incorrectly highlighted previously selected list items due to Android Lollipop bug.

TECHNICAL SKILLS

Programming Languages	**Web Development**	**Technologies**
Advanced in: Java, C#	*Familiar with*: HTML/CSS	Intellij, Visual Studios, Git, Linux,
Familiar with: SQL	*Exposure to*: Ember.js, JavaScript	Windows, Android, Android Studio

GitHub: https://github.com/jhw866 | LinkedIn: https://www.linkedin.com/in/wenzeljeremy