

JACOB KAUFMAN

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EDUCATION	<i>University of California, Los Angeles</i> Bachelor of Science, Computer Engineering Expected Graduation: June 2021 GPA: 3.76/4.00 <i>Relevant Coursework:</i> Data Structures, Algorithms, Computer Architecture, Digital Design, Graphics, Linux, Linear Algebra.
AWARDS AND HONORS	Upsilon Pi Epsilon , International Computing Honors Society. June 2019 - Present Tau Beta Pi , National Engineering Honors Society. June 2019 - Present Eta Kappa Nu , International Honors Society of the IEEE. June 2019 - Present Dean's Honor List. Winter 2018, Spring 2019
COMPUTER SKILLS	<i>Languages & Software:</i> C++, Python, Verilog, C, HTML, CSS, JavaScript, Adobe Creative Suite, L ^A T _E X. <i>Operating Systems:</i> Mac OS X, Windows, Linux.
PROJECTS	Tunnelman (C++) <ul style="list-style-type: none">• Created a 2-D video game on Mac where player digs through earth to find gold.• Used inheritance and polymorphism to organize class hierarchy for characters, enemies, items, actions, and sounds. Utilized various data structures to organize game items and states.• Implemented search algorithms for enemies to find player in a maze-like map. Malloc (C) <ul style="list-style-type: none">• Implemented <i>malloc</i>, <i>realloc</i>, and <i>free</i> functions in C from scratch.• Optimized and balanced space usage with speed. Organized virtual memory at the byte-level, using headers and footers, to efficiently allocate memory. Stacker (Verilog) <ul style="list-style-type: none">• Programmed the popular arcade game, <i>Stacker</i>, for Xilinx FPGA board. Wrote Verilog modules for game mechanics, music, score, display, etc. Attached auxiliary devices such as VGA for display and piezoelectric buzzer for music.• Project chosen by professor for use as a model project for future classes.
WORK EXPERIENCE	<i>Instructor</i> June 2019 - Present Internal Drive, Inc. <ul style="list-style-type: none">• Teach intensive programming classes at UC Irvine to middle and high school students.• Classes include Python coding, robot programming, use of Raspberry Pi. <i>Learning Assistant</i> January 2019 - Present Math and Physics Departments, University of California, Los Angeles <ul style="list-style-type: none">• Teach multivariable calculus and physics to students in college-level classrooms.• Conduct various exam review sessions with over 100 attendees each.
LEADERSHIP	<i>Director of Internal Affairs</i> May 2018 - May 2019 UCLA Club Sport - Dragon Boat <ul style="list-style-type: none">• Designed various apparel items for teammates, including shirts and jackets, using Adobe CS. Designed yearbook and quarterly newsletter.• Raised over \$2000 for the team by designing and selling fundraising t-shirts.• Organized and directed annual Alumni Day.