

# Jakob Langtry

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Full-stack software engineer with experience spanning web and embedded systems; dedicated to craft through personal and open-source projects, with leadership experience in being President of the RIT Society of Software Engineers.

## Education

**Rochester Institute of Technology** | B.S. Software Engineering  
**Corning Community College** | A.S. Computer Science

May 2026  
Dec 2021

## Experience

<b>WeTheHobby</b>   <i>Software Engineering Co-op</i>	Jun 2025 - Present
<i>Technologies:</i> React, TypeScript, C#, .NET, ASP.NET Core, MUI, AWS, SQL, Streaming Infrastructure, Cursor	
<ul style="list-style-type: none"><li>- Created user management page and refactored user system (<b>CQRS</b>) in the admin portal; eliminated manual database user creation.</li><li>- Added I/O virtualization; reduced stream recovery to ~30s of dead air from 5 minutes of stream loss; removed single-failure points.</li><li>- Implemented Markdown descriptions app-wide; editable and bulk-editable flows via custom <b>IDescribable</b>.</li><li>- Operated across frontend, backend, and streaming in a fast-paced startup environment.</li></ul>	
<b>Precision Optical Technologies (Purchased by Belden)</b>   <i>Software Engineering Co-op</i>	Aug 2024 - May 2025
<i>Technologies:</i> C, C++, Make, Unix, Netconf, RPC, SNMP, Optical Networking, YANG	
<ul style="list-style-type: none"><li>- Enabled breakout mode for QSFP NNI ports; migrated SNMP tables to 2.0 OID range.</li><li>- Created polling worker monitoring admin state/transceiver presence; triggered alarms and LED state updates.</li><li>- Replaced fan control code with synchronized bank selects; reduced fan noise and improved reliability.</li></ul>	
<b>Apple, Inc.</b>   <i>Product Specialist</i>	Oct 2023 - Feb 2024
<ul style="list-style-type: none"><li>- Learned critical time management; handled dense part-time work while attending school full-time.</li><li>- Assisted customers daily with device setup and tailored solutions; consistently hitting sales targets.</li></ul>	
<b>Hardinge, Inc.</b>   <i>IT/Computer Science Intern</i>	Jun 2021 - Aug 2021
<ul style="list-style-type: none"><li>- Sole programmer on initiative; implemented software-vendor metrics tooling on legacy systems.</li><li>- Developed a system to auto-display PowerPoints on dozens of factory TVs.</li><li>- Provided IT helpdesk support to hundreds of employees monthly.</li></ul>	

## Leadership

<b>President</b>   <i>RIT Society of Software Engineers</i>	Aug 2024 - May 2025
<ul style="list-style-type: none"><li>- Finished website rework of <a href="http://sse.rit.edu">sse.rit.edu</a>; replacing Campusgroups and google drive for club management.</li><li>- Bolstered alumni relations; got hundreds of alumni from 2005-2025 to put their contact information on the website.</li><li>- Secured lab renovation; won approvals despite red tape; modernizing member space. 40000\$ renovation budget 5 year long project.</li></ul>	
<b>Projects</b>	

<b>BeyondRGB</b>   <i>RIT Senior Project (Open Source)</i>	Oct 2025 - May 2026
<i>Technologies:</i> C++, Electron, React, TypeScript, CMake, vcpkg	
<ul style="list-style-type: none"><li>- Contributed to a spectral imaging desktop app for museum art archiving (43 stars); drag-and-drop import, OS-synced theming, settings UI refactor, blob memory leaks, and backend error propagation.</li></ul>	
<b>WebsiteTheSSEquel</b>   <i>sse.rit.edu (Open Source)</i>	Jan 2026 - Present
<i>Technologies:</i> Next.js, TypeScript, Prisma, NextAuth, Tailwind CSS, PostgreSQL	
<ul style="list-style-type: none"><li>- Contributed production features; role-based OAuth scopes, invite flow, event/attendance tooling, mentoring/mobile fixes, and mass-email/event-link improvements.</li></ul>	
<b>ReadFaster</b>   <i>Personal Project</i>	Jan 2026 - Feb 2026
<i>Technologies:</i> Swift, SwiftUI, SwiftData, PDFKit, SwiftSoup	
<ul style="list-style-type: none"><li>- Built RSVP speed-reading app for iOS/macOS; TXT/EPUB/PDF support, adaptive pacing, chapter navigation, and comprehension-focused controls.</li></ul>	
<b>Delegative Strategy Game</b>   <i>Personal Project</i>	Dec 2025 - Jan 2026
<i>Technologies:</i> Python, Textual, Rich, Pydantic, HTTPX, Agentic Tool Calling, OpenRouter API	
<ul style="list-style-type: none"><li>- Agentic AI Tool Call Game Framework; agent creates game world state based on natural language interactions with the user.</li></ul>	
<b>Playlist Converter</b>   <i>Personal Project</i>	Nov 2025 - Dec 2025
<i>Technologies:</i> Next.js, React, TypeScript, Tailwind CSS, PostgreSQL, Drizzle ORM, Spotify OAuth, Apple MusicKit	
<ul style="list-style-type: none"><li>- Built Spotify/Apple Music playlist conversion; ISRC matching, fuzzy fallback, manual matching, and shareable expiring links.</li></ul>	
<b>React Kanban Board</b>   <i>Personal Project</i>	Feb 2025 - May 2025
<i>Technologies:</i> Next.js, React, TypeScript, Prisma (MySQL), NextAuth, Tailwind CSS, ShadCN UI, Nodemailer, Zod	
<ul style="list-style-type: none"><li>- OAuth-secured shared boards with invites/resets, drag-drop UI, comments/markdown/attachments, and JSON Merge Patch updates.</li></ul>	

## Skills

**Languages:** C, C++, C#, Java, Python, Swift, TypeScript, JavaScript, SQL, Lua, Assembly  
**Frameworks & Libraries:** React, Next.js, .NET, Electron, SwiftUI, Tailwind CSS, MUI, ShadCN UI, Prisma, Drizzle ORM, Angular, Vue  
**Data & Backend:** PostgreSQL, MySQL, REST, Netconf/YANG, SNMP, RPC, Optical Networking, Streaming Infrastructure  
**Cloud & Tooling:** AWS, Terraform, CI/CD, Unix/Linux, Maven, Make, Git, Cursor