Jakob Langtry

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Education:

Rochester Institute of Technology – Bachelor of Science (B.S.) Software Engineering *Expected* **12/2025**
Corning Community College – Associate of Science (A.S.) Computer Science, GPA 3.4 *Graduated* **12/2021**

Courses:

Engineering Software Subsystems, Communications & Networking, Computer Organization, Systems Programming, C Programming, Web Engineering, Data Structures, Discrete Algorithms, Analysis of Algorithms, Cloud Software Systems

Skills:

Programming Languages: C, Java, Python, Swift, Bash, Lua, 6502 Assembly, SQL, C#, Terraform, C++
Other Relevant Skills: IT Helpdesk, Spring, Maven, REST, Unix Shell, Linux, Angular, React, AWS, .NET, netconf

Experience:

Software Engineering Co-op - *Precision Optical Technologies, Inc.* **Present**
Technologies: C, C++, Make, Unix, Netconf, RPC, SNMP, Optical Networking
- **Enabled breakout mode feature** for QSFP NNI ports, providing lane-specific SNMP data and migrating tables to the 2.0 OID range, including LOS, uptime, MAC Address, and fault readings.
- **Identified and resolved** a DOM service crash issue that occurred after ~600 RPC requests, developing a test script that stabilized it for unlimited RPC requests.
- **Participate in stand-ups**, sprint reviews, and backlog refinement meetings as part of a Scrum/Agile team.

Product Specialist - *Apple, Inc.* **10/2023 – 2/2024**
- Orchestrated seamless customer experiences by leveraging Apple technologies, assisting an average of 12 customers daily with tailored solutions, device activation, data migration, with 80% of customers rating a 5/5
- Collaborated closely with managers and team members to categorize customers, minimizing wait times and ensuring customized experiences that catered to individual needs

IT/Computer Science Intern - *Hardinge, Inc.* **06/2021 – 08/2021**
- Collaborated with a software firm to implement machine-monitoring software providing at least 20 real-time metrics on efficiency, parts produced, and maintenance alerts
- Created a system for auto-displaying PowerPoints on dozens of factory TVs, facilitating communication of critical information to hundreds of factory employees
- Administrated general IT helpdesk support to hundreds of people per month

Projects:

AWS Rock Paper Scissors (Academic Project) **02/2022 – 05/2022**
Technologies: AWS, Machine Learning, Lambda, Terraform, Python, React
- Constructed an online, synchronous, multiplayer rock-paper-scissors game that employs image recognition to attain the player's chosen move.

Dice E-Store (Academic Project, Team of 5), **08/2022 – 12/2022**
Technologies: Typescript, HTML, CSS, Angular, Java, Web Development, Backend Development, Spring
- Built an E-store frontend, creating an engaging UI, and three secure admin interfaces
- Collaborated on backend for product, order, and user management, including an order confirmation email feature

UTMPMangler (Personal Project) **07/2022 – 09/2022**
Technologies: Grep, Regex, Optarg, C Systems Programming, Unix/Linux
- Implemented command-line tool designed to coalesce and filter thousands of system "utmp" files
- Saved more than 10 hours of time solving a real world problem of mismanaged system log files on lab server

Scrumdinger App (Personal Project) **05/2023 – 08/2023**
Technologies: Swift, SwiftUI, Xcode, Speech to Text
- Developed iPhone and iPad app to help manage and track Scrum style daily stand-up meetings

Rideshare App (Academic Project) **02/2023 – 05/2023**
Technologies: SQL, PostgreSQL, REST, Python, React, CI/CD
- Created SQL schema, REST API, and React frontend for rideshare website and used CI/CD on 100+ tests