Jacob Meyerson

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Summary

Available June 2021 through August 2021

Currently hold Secret Government Security Clearance, as of June 2019

Education

Rochester Institute of Technology (RIT) Rochester, NY

Bachelor of Science in Computer Engineering *Aug. 2017 – May 2022*

GPA: 3.98/4.00 Dean's List: Fall 2017, Spring 2018, Fall 2018, Spring 2019, Spring 2020

Experience

Lockheed Martin June 2019 - Nov 2019, June 2020 - Present

Software Engineering Co-Op *Owego, NY*

- Part of the Diagnostic Software unit
- Worked on B2 Bomber Avionics and Graphics Processor (B2-AGP) automating builds and card setups, along with verifying card functionality
- Worked with Northern Arizona University (NAU) using Ternary Physically Unclonable Functions (PUF) for encryption and key authentication

Rochester Institute of Technology (RIT) Jan 2020 - May 2020

Digital System Design II Teaching Assistant *Rochester, NY*

- Worked in the lab helping students design a MIPS processor in VHDL
- Taught students the process of debugging errors in code and verifying waveforms
- Held office hours to individually work with students to improve their understanding of the design and code

Projects

Lockheed Martin B2 AGP | *C, Python, SVN, Raspberry Pi, Waterfall* June 2019 – Nov 2019

- Performed Software Verification (SV) and Design Verification Tests (DVT) to prove functionality, updating procedures as required
- Documented user guides for important processes required for testing
- Automated the build process for building Board Support Packages (BSPs) for each custom card
- Created setup macros to automate software configuration for new cards

Lockheed Martin TPUF | *C/C++, Python, Gitlab, Arduino, Agile* June 2020 – Present

- Worked with NAU to develop code to use Ternary Physically Unclonable Functions for secure key exchanges
- Restructured and reformatted code to create layers of abstraction and to make object oriented
- Developed using an Agile design framework
- Helped set up automated Software Factory to test and compile code anytime it's committed to Gitlab

Webcheckers | *Java, Spark, Git, HTML, Agile* Oct 2018 – Dec 2018

- Developed an online checkers game in a team of five using Java, Spark web micro framework, and HTML to meet demands of a customer-figure
- Developed using OpenUP methodology and Scrum process
- Created UML files, sequence diagrams, flow charts to support architecture choices

Technical Skills

Languages: C/C++, Java, Python, ARM Assembly, MIPS Assembly, VHDL, LaTeX, Markdown
Developer Tools: Git, Gitlab, SVN, Visual Studio, PyCharm, Altera Quartus, ModelSim, LabVIEW, CodeWarrior
Hardware: Oscilloscope (Digital and Analog), Digital Multimeter, Raspberry Pi, Arduino
Software Development Processes: Waterfall, Agile

Activities

NCAA Division III Men's Tennis | *Student Athlete* Aug 2017 – Present

RIT Student Athlete Advisory Committee (SAAC) | *Student Athlete* Sept 2018 - May 2019

- Represent Men's Tennis to help plan athlete events, as well as team activities like community service projects