JEREMY POGUE

+1 (720) 556-8641 | jeremypogue2@gmail.com | linkedin.com/in/jeremy-pogue-jp

EDUCATION

University of Southern California, Viterbi School of Engineering — Los Angeles, CA
Computer Engineering and Computer Science, Themed Entertainment minor — May 2025
Key Courses: Data Structures and Algorithms (C++), Embedded Systems, IoT, Data Analysis (SQL) — GPA: 4.0
Honors: Presidential Scholar, Dean's List

TECHNICAL SKILLS (5 = most skilled)

Languages: C++ (5), C (5), Java (4), SQL (4), Python (4), Gherkin (4), JavaScript (2), Bash (2)
Other Skills: Git (5), Arduino (5), Project Management (4), Eclipse (4), Atlassian Suite (4), Flask (4), REST APIs (3)

WORK EXPERIENCE

Software Engineering Intern, Lockheed Martin — May 2023 – August 2023

- Contributed significantly to the re-architecture of a Java-based web application, composing more than 200 REST API tests.
- Implemented RabbitMQ protocols enabling the application to efficiently route messages of over 30 types.
- Demonstrated dynamic collaboration within an Agile development team, fostering effective communication and synergy.
- Managed and mentored a team of 10 interns to perform an extraction mission using a C-programmed autonomous vehicle.

Undergraduate Teaching Assistant, University of Southern California — January 2023 – Present

- Assist in the instruction of EE 109 (an embedded systems course of 120 students taught in embedded C).
- Assist in the instruction of EE 250 (a distributed systems and IoT course of 60 students taught in Python).
- Conduct lab sessions, provide guidance on assignments, facilitate student discussions, and develop course materials.

ACADEMIC PROJECTS

Mario Kart — Fall 2023

- Programmed 3D Mario Kart video game in C++ using the Simple DirectMedia Layer (SDL) library and OpenGL.
- Implemented vehicle physics, animation/audio systems, and an enemy AI with custom pathfinding.

ShazamPi — Spring 2023

- Built distributed system to recognize a played song and display corresponding information on a remote IoT device.
- Achieved server-client communication by leveraging Flask, PyAudio, and the Shazam API.

Paper Airplayin' — August 2022 – May 2023

- Engineered a Bluetooth-based communication system to achieve remote-controlled use of paper planes.
- Pitched project to an audience of 100 professors, students, and industry professionals at several showcases.

LEADERSHIP AND INVOLVEMENT

Project Manager, USC Makers — August 2022 – Present

- Lead a team of six individuals in development of an AI Monopoly opponent robot using Python.
- Transfer local code to a distributed system via Flask, enabling communication between computation node and Raspberry Pi.

President and Founder, Scream USC — August 2022 – Present

- Launch and cultivate an official student organization for USC's roller coaster and amusement park enthusiasts.
- Increase club membership by 100% semester-to-semester by directing executive board meetings and general sessions.

Head of Community Liaisons, USC Engineers Without Borders — January 2022 – May 2023

- Collaborated with project leaders and the local community to successfully execute a $40,000 Malawi infrastructure project.
- Managed communication channels between the USC chapter comprising 30 students and NGO partners.
- Strategically planned and executed fundraiser events, collecting over $4,000 for the project and increasing project visibility.