Jesse M. Porch

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Experience:

Research Fellow   **Trinity Fellows Academy**   **Fall 2015 – Summer 2016**

- Performed independent research project in conjunction with Fellowship faculty and authored a thesis and supplemental essays (See portfolio **here**)
- Engaged with other Fellows and guest lecturers in weekly seminars as part of an interdisciplinary curriculum
- Led the Fellows as Logistics Coordinator for three weekend-long conferences, coordinating among multiple teams to ensure all teams were able to complete assigned tasks. Oversaw budget and scheduling of work shifts.
- Coordinated with General Manager of the *Osprey Point Retreat and Conference Center* to schedule all work shifts for Fellows as part of the Service Learning Internship.

Application Developer   **InterSystems Corporation**   **Summer 2011 – Summer 2015**

- Supported internal departments through full-stack development and maintenance of mission-critical applications.
- Interacted directly with both technical and non-technical users to define project requirements and to validate provided solutions against needs and expectations.
- Assisted company-wide systems integration projects in various roles such as primary application architect, user interface developer, and data analyst.
- Developed and published best practices and core tools library used throughout entire company.
- Collaborated with teammates to provide peer review, testing assistance, and required documentation for rapid development in an agile workflow.
- Mentored interns, coaching them to the successful completion and deployment of projects using standard internal development, documentation, and revision control methodology.
- Summer 2010 Support Intern, developed, tested, documented, and deployed changes to internal workflow and change control management tool.

Sweezy Research Fellow   **Grove City College**   **Summer 2009**

- Worked alongside a team of three other students in performing advanced computer graphics research under the supervision of Dr. Christiaan Gribble of Grove City College.
- Utilized generic template programming in C++ and low-level assembly programming on specialized hardware to develop a complete and functional integer ray tracing engine.
- Collaborated with the other researchers to publish a peer-reviewed paper based on our work. (**Full Text**)

Projects:

Hermes   **Project Lead, Documentation Editor, Mercurial Interface Programmer**

- Team collaboration plugin for Microsoft Visual Studio built on Mercurial distributed source control
- Provided simplified GUI and basic automation for core version control tasks from within Visual Studio
- Windows Forms (C#)/Visual Studio Plugin

Rename and Merge Script Manager   **Project Lead, Customer Liaison**

- Software Engineering Practicum with Pittsburgh-area software company TrueFit Solutions
- Made UI and functionality enhancements with project sponsor as customer
- Windows Forms (C#)

Tangere (Source Code)   **Research Assistant, Paper Co-author and Editorial Assistant**

- Cross platform, template-based fixed/floating point ray tracing system
- Testbed for research performed by Sweezy Research Fellows in the CS department at Grove City College
- Contributed to fixed-point math library and core ray tracing engine (C++)

Education:

Grove City College   **Grove City, PA**   **Fall 2007 – Spring 2011**

B.S., Computer Science, Hopeman School of Science, Engineering, and Mathematics