

Jesse M. Porch

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Cell: (410)-200-0035

Experience:

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| Application Developer | InterSystems Corporation | Summer 2011 – Present |
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- Supported internal departments through full-stack development and support of mission-critical applications.
- Interacted directly with both technical and non-technical users to define technical requirements and to validate provided solutions against needs and expectations.
- Assisted company-wide systems integration project in various roles such as primary application architect, user interface developer, and data analyst.
- Contributed to development of 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 a highly agile workflow.
- Mentored interns, coaching them to the successful completion and deployment of projects using standard internal development, documentation, and revision control methodology.

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| Application Development Intern | InterSystems Corporation | Summer 2010 |
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- Gained development experience providing fixes and enhancements for production systems.
- Identified system bugs and other areas needing enhancement. Implemented and deployed changes as part of standard development, validation, and documentation cycle.
- Participated in the major enhancement of a critical internal system, personally presented enhancements to vice president in charge of the department.

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| Sweezy Research Fellow | Grove City College | Summer 2009 |
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- 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. ([Abstract](#))

Projects:

Hermes

- Team collaboration plugin for Microsoft Visual Studio built on Mercurial distributed source control
- Senior Capstone Project, Windows Forms (C#)/Visual Studio Plugin
- **Project Lead, Documentation Editor, Mercurial Interface Programmer**

Rename and Merge Script Management Utility

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

Tangere

- Cross platform, template-based fixed/floating point ray tracing system
- Contributed to fixed-point math library and core ray tracing engine (C++)
- **Research Assistant, Paper Co-author and Editorial Assistant**

Education:

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| Grove City College | Grove City, PA | Fall 2007 – Spring 2011 |
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Private Liberal Arts College

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

Relevant Coursework:

Software Engineering, Senior Design Capstone, Advanced Object-Oriented Programming, Database Systems, Web Development, Technical Management, Creative Writing, Fantasy Literature, The Works of C.S. Lewis