JACK RANDMAA

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PROFILE

Pursuing my Bachelor's Degree in Computer Science with a minor in Art Practice at UC Berkeley, I am looking for an internship to explore career opportunities and provide meaningful contributions to potential employers.

EDUCATION

University of California Berkeley *Degree expected May 2021*

Bachelor of Arts, Computer Science with a minor in Art Practice

Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, AI, Machine Structures, Art for Animation, Data Arts

EXPERIENCE

Technical Intern III, The Aerospace Corporation, El Segundo, CA *Summer of 2019*

Unity Application: Created reactive animated GUI elements, used Cinemachine plugin for smooth camera transitions, assisted in solidifying artstyle, merged scenes, created a server GUI using JSON to save user preferences.

Concept Work: Researched scanning patterns, created realistic concepts for satellite optics demonstration application (using Blender's Cycles render engine with advanced node-based materials), fleshed out and created design docs for application GUI.

VOIP Software: Conducted user interviews on an operations center; prototyped a VoIP web app using Deepspeech and Docker

Game Engineer Intern, WB Games, San Francisco, CA *Summer of 2018*

Assisted in implementing new features in a yet to be announced mobile game developed in Unity. Created, documented, and presented a system for automated smoketesting using Airtest, RPCs, APIs, client/server communication. Documented and fixed server-side and client-side bugs.

Associate Software Development Intern, Logmein Inc, Goleta, CA *Summer of 2017*

Used Java to create unit tests for Android apps. Integrated Mockito and Jmockit into unit tests. Implemented bug fixes and pushed them into the product (GoToWebinar for Android) using Git.

Summer Intern, Neal Feay Company, Goleta, CA *Summer of 2016*

Used CNCs/mills/graphics tools. Helped design the pattern for a custom staircase for a yacht. Created an artist's rendering of a storefront sculpture.

Dos Pueblos High School Engineering Academy (DPEA) Projects, Graphics Team Leader *2014-2017*

Using 3D design, circuit design, soldering, C programming, machine shop tools, physics fundamentals, motors, and art concepts, created display-quality projects.
Collaborated with peers to complete an interactive teaching console for Maker Faire 2017.
Created graphics assets, logos; Mentored Graphics Team members; delegated assignments

Independent Projects *2013-2019*

iOS App Development: "Twist", gyro controls and Admob, using Xcode, Illustrator, GIMP
3D modeling: Using Blender, Maya and other tools, created, textured and animated 3D models.
Arduino Programming: Made a proximity sensor and a robotic arm with an Arduino Uno.
Parser: Created a parser to read JSON and XML files for a project using Unity.

SKILLS

SW Development: Java, C/C++/C#, Python, HTML5, Javascript, CSS, XML, JSON, Swift
Tools: Git, Mockito, Jmockit, Confluence, Jira, Visual Studio, IntelliJ, Xcode, Maya, 3DS Max
Applications: Unity, Blender, SOLIDWORKS, Illustrator, Photoshop, GIMP, CorelDRAW, Google Docs, MS Office
Hardware: 3D printers, laser cutters, lathes, mills, CNCs, soldering, simple circuit design
Operating Systems: Experienced PC and Mac user. Familiar with Linux shell.

EXTRACURRICULAR / HOBBIES / INTERESTS

3D Design, Guitar, Distance Running (High School Track and XC, varsity 3 years), De-stress with Dogs Club.