

Jacob Rhodes

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EDUCATION

Michigan State University

Bachelor of Science: Computer Science, Minor in Business

East Lansing, MI, May 2024

GPA: 3.81

SKILLS & TOOLS

Languages: Python, C++, C, C#, JavaScript, MATLAB, x86, SQL, HTML, CSS

Tools: MATLAB Simulink, Jupyter, Visual Studio, CMake, GCC, PyCharm, CLion, VS Code, WordPress, Git, XML, Visual Paradigm, Trello, ClickUp, Siemens Polarion

Skills: SDLC, UML, Distributed Systems, Embedded Systems, Web Design, CAN, CAN-FD

WORK EXPERIENCE

Embedded Software Engineer Intern, Flex-N-Gate

May 2022 – Present

- Built the foundation for the integration of MATLAB Simulink into the workflow for each project assigned to the Lighting Electronics division
- Assigned lead role for the creation of Simulink models for various different projects for a multitude of different customers
- Created detailed documentation delineating the process for developing and demonstrating models using Simulink
- Collaborated with Lead Embedded Software Engineer and Electronics Engineers to troubleshoot overlooked errors with optical mockup unit
- Wrote various functions in C and C++ to be used in and alongside Simulink models
- Worked alongside team members to track and make updates to requirements and specifications as elicited by the customer in Siemens Polarion
- Spearheaded the acquisition and implementation of the Mathworks Vehicle Network Toolbox to allow for implementation of CAN and CAN-FD communication within Simulink
- Assisted with integration and verification testing on a multitude of different projects assigned to the embedded software engineering team

Digital Media Director, Impact 89FM

May 2023 – Present

- Managed Impact 89FM's Digital Department including the website, mobile app, social media, graphics, photography, videography, and podcasts
- Played a significant role in Impact 89FM's efforts to build and improve upon cross-team collaboration throughout the radio station
- Directed the integration of a new workflow management system, ClickUp, throughout all of Impact 89FM's creative and operational processes

Undergraduate Learning Assistant, Michigan State University

December 2021 – August 2022

- Collaborated with other members of the instructional team to further the students' knowledge of the C++ programming language and computational logic
- Found optimal solutions for the various projects assigned to students in order to provide detailed feedback and assistance

COMPUTER SCIENCE PROJECTS

Angry Sparty – An Angry Birds Clone: C++, CMake, GCC, Box2D, Git

- Created a clone of the popular mobile app Angry Birds consisting of four different levels and three unique birds with varying appearances and abilities

Personal Website: HTML5, CSS, JavaScript, Git

- Developed personal website with the goal of effectively displaying information about myself, my skills, and my past experiences

INVOLVEMENT

Conference Co-Chair, Michigan Youth Leadership

Project Manager, CSE435: Software Engineering

September 2023 – Present

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