JACOB SHAHATIT

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EDUCATION

University Of California, Berkeley

Expected Graduation 2027

RC Scholar(Top 2%), BA in Computer Science, Courses: CS61A, CS61B, EECS16A, MATH1B

CIEE Global Institute Japanese Language and Culture Study Abroad

June 2023 - July 2023

CIEE Global Institute Spanish Language and Culture Study Abroad

June 2022 - July 2022

TECHNICAL KNOWLEDGE

Languages Python, Typescript, nodejs, React Developer Tools Flask, PostgreSQL, AWS, Docker, Linux

WORK EXPERIENCE

Portal Inc TypeScript, Prisma, React, Vite, Node

Feb 2025 - Present

Software Engineer Intern

• Developed a decentralized fintech application that showcased stablecoins and Portal's MPC wallet infrastructure.

Neurotech@Berkeley Python, MatplotLib, NumPy, SciPy

Feb 2025 – Present

Software Engineer

• Integrated EEG technology to analyze brainwave data and detect emotional states.

Berkeley Mobile TypeScript, React Native, Node.js, Puppeteer, Python

Feb 2025 - Present

Mobile Developer

- Developing 5+ web scrapers to automate hourly updates for dining menus, gym occupancy, and facility hours.
- Enhancing UI/UX for 50,000+ students by improving campus navigation, restructuring menus, optimizing load times, increasing usability, and engagement.

Gajo Inc Python, Excel, SQL

Apr 2020 – Aug 2020

User Behavior Analyst

• Analyzed social media interactions to identify trends in Gen Z behavior, optimizing content strategy and increasing user engagement.

PERSONAL PROJECTS

SignVisionTranslator Swift, Vision Framework, CoreML, TensorFlow

Developed a sign language translation app using Apple's Vision Framework for hand pose detection and CoreML for gesture recognition from static images to translate gestures into text on-device.

Lecture Agent Python, Flask, Postgresql, Whisper, Vercel, Next.js, OpenAI - 2nd Place Fetch AI YHacks Led backend development to automate lecture creation from PDF slides using Fetch.ai agents for text extraction, script generation, and speech. Built workflows for parsing slides and managing data in real-time.

Cloud-Backed Tic-Tac-Toe

Python, AWS (S3, DynamoDB), Amazon Q

Developed a Python-based Tic-Tac-Toe game with AWS services for cloud-backed moves and AI-driven automation via Amazon Q. Designed a sleek UI, enabled dynamic cloud interactions, and automated resource management.

ACHIEVEMENTS

Yale Hacks - 2nd place FetchAI Challenge

AmazonQ Game Development Hackathon

Blockchain @ Citrus Founder

The Rotary Club of Redlands Scholarship - Donald C. Anderson

Y Combinator - Applied to YC with QuickPas, an automated school security and efficiency system.

EXTRA-CIRRUCULAR

Combat Robotics At Berkeley - Lead Engineer

Berk1337(Cybersecurity club) Officer

Surfing, kayaking, swimming, soccer, running, and hiking