# Jake Pitkin

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## **EXPERIENCE**

**University of Utah - School of Computing** Aug. 2016 - Present Head Teaching Assistant for Introduction to Algorithms and Data Structures. **Autodesk - Delcam** May 2016 - Aug. 2016 Software Engineer Intern Updated legacy C/C++ code to C# to address memory issues. Wrote software that generates HTML documents for part manufacturing. University of Utah - School of Computing Jan. 2016 - May 2016 Head Teaching Assistant for Introduction to Algorithms and Data Structures. **University of Utah - School of Computing** Aug. 2015 - Dec. 2015 Head Teaching Assistant for Introduction to Object-Oriented Programming. **University of Utah - School of Computing** Jan. 2015 - April 2015 Teaching Assistant for Software Practice I.

#### **SKILLS**

Proficient LanguagesPython, Java, Swift, C#Familiar LanguagesJavaScript, PHP, C, C++MarkupHTML, CSS, XML, LaTeX

Data SQL, Machine Learning, Natural Language Processing

Other Bash, Git, SVN

# **PROJECTS**

#### **Darius**

Swift, OpenGL, iOS

- Side-scrolling space shooter for iOS.
- Uses the OpenGL graphics API.
- Multiple levels with unique enemies.

#### **Malware Proxy**

Python

- Protects users from malicious content.
- Web requests are checked against a database of known malicious content.

#### TA Application

JavaScript, PHP, SQL, HTML, CSS

- A web portal used to apply to be a teaching assistant.
- Professors can look at potential candidates and assign them to courses.

#### Multicircle

JavaScript, Node.js, Socket.io

- Turn based strategy game with the option to play with strangers or friends.
- In-browser game with mobile support.

## **EDUCATION**

University of Utah

B.S./M.S. in Computer Science

August 2013 - Spring 2018

GPA: 3.76/4.0

Dean's List: Fall 2013, Spring 2014, Fall 2014, Spring 2015, Fall 2015