

# Jake Pitkin

jakepitkin@gmail.com  
github.com/jspitkin

## EXPERIENCE

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### 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

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### Proficient Languages

Python, Java, Swift, C#

### Familiar Languages

JavaScript, PHP, C, C++

### Markup

HTML, CSS, XML, LaTeX

### Data

SQL, Machine Learning, Natural Language Processing

### Other

Bash, Git, SVN

## PROJECTS

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### Darius

Swift, OpenGL, iOS

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

### 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.

### Malware Proxy

Python

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

### 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

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### University of Utah

August 2013 - Spring 2018

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

GPA: 3.76/4.0

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