

Luke Jachimiec

Computer Science and Mathematics Undergrad

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EXPERIENCE

MONMOUTH COLLEGE SOFIA MENTOR/STUDENT

Monmouth, IL

Student

FALL 2022 and Fall 2023

- Worked in a small group to research and learn basic computer elements
- Built an 8-bit computer with very basic functionality using breadboards and small computer chips
- Gained experience with fundamental computer components

Mentor

- Led a small group through a research project, with the guidance of my professor
- Researched and built Ben Eater's 6502 Computer
- Programmed a simple Pong game on the computer
- Learned basic memory allocation, assembly programming, and the core elements of how a machine reads code and data to produce an output

MCDONALDS

Naperville, IL

Crew Member

APR 2022 - Aug 2024

- Maintained high standards of customer service during high-volume work shifts and fast-paced operations.
- Resolved customer complaints in a professional manner.
- Upheld high standards of productivity and quality in operations.
- Drove team success by quickly completing assigned tasks.
- Fostered strong teamwork to enhance operational efficiency.

EDUCATION

MONMOUTH COLLEGE

Monmouth, IL

BA in Computer Science

2022-2026

BA in MATHEMATICS

PROJECTS

- **CONWAY'S GAME OF LIFE** - WITH A SMALL GROUP WE RECREATED CONWAY'S GAME OF LIFE ON A WEBPAGE, USING HTML, CSS AND JAVASCRIPT TO LEARN WEB BASED APPLICATION PROGRAMMING. THE PROJECT CAN BE FOUND ON MY GITHUB PAGE, OR THE WEBPAGE LINK HERE LUKEJAC13.GITHUB.IO/GAMEOFLIFE/
 - **SUDOKU SOLVER** - BACK IN 2018, WHEN I WAS LEARNING C++ FOR THE FIRST TIME, I MADE A SIMPLE COMMAND LINE SUDOKU SOLVER, WHERE YOU COULD INPUT YOUR UNSOLVED SUDOKU BOARD, AND IF A SOLUTION EXISTED, WOULD AUTOMATICALLY FILL OUT THE REST OF YOUR BOARD WITH THE SOLUTION. THEN, IN 2024, AFTER MY GAME OF LIFE PROJECT, I CREATED THE SAME SUDOKU SOLVER APPLICATION AS A WEB PAGE, SHIFTING FROM C++ TO JAVASCRIPT IMPLEMENTATION. THIS PROJECT CAN BE FOUND ON MY GITHUB PAGE, OR AT LUKEJAC13.GITHUB.IO/SUDOKUSOLVER/
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COURSEWORK

ALL MY COMPLETED CLASSES AS WELL AS THE SKILLS LEARNED WITHIN EACH COURSE

Computer Science

- **COMP-151: Intro to Programming** (Fall 2022)
 - Python fundamentals, variables, functions, object types, problem-solving skills
 - **COMP-152: Data Structures and Algorithms** (Spring 2023)
 - Data structures (stack, queue, tree, linked lists), Algorithms (Search and Sorting), Objects, Time Complexity
 - **COMP-235: Intro to Systems Programming** (Fall 2023)
 - Low level programming languages (C and assembly), binary/hexadecimal data, memory management, code optimization
 - **Comp-240: Computer Applications** (Spring 2024)
 - Git/Github, software development, version control, team collaboration, project management, project based programming and software development within a small team
 - **COMP-337: Computer Communications** (Spring 2024)
 - Computer networking fundamentals, network protocols (TCP/IP, HTTP, UDP, FTP), protocol analysis and design, network architectures, performance evaluation,
 - **COMP-310: Database Theory and Design** (Fall 2024)
 - Database fundamentals, data modeling, relational databases, SQL, MySQL, Pandas, database design
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Mathematics Classes

- **MATH-151: Calculus 1**(Spring 2023)
 - **MATH-152: Calculus 2** (Fall 2023)
 - **MATH-260: Discrete Mathematics** (Fall 2023)
 - **MATH-241: Linear Algebra** (Spring 2024)
 - **MATH-317: Geometry** (Fall 2024)
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ADDITIONAL INFORMATION

- Dean's List - Fall 2022, Spring 2023, Spring 2024
- Computer Science Award: Introductory Sequence 2022 Recipient
- Research: Monmouth College SOFIA Project Student - Fall 2022
- Research: Monmouth College SOFIA Project Mentor - Fall 2023
- Member of Phi Delta Theta - Current Treasurer
- Member of Monmouth College Track and Field Team, 2022 - 2026
- Monmouth College Dean's Scholarship Recipient