## Luke Jachimiec

# Computer Science and Mathematics Undergrad

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#### **EXPERIENCE**

DELCAM CAPITAL REMOTE

## **Software Engineer Intern**

Jun 2025 - Aug 2025

- Developed and enhanced an automated email processing system using Python and Microsoft Graph API to streamline RFQ (Request for Quote) workflows.
- Integrated AI-driven document analysis by aggregating email content and attachments for large language model (LLM) processing.
- Improved automation for email classification, forwarding, and client communication, reducing manual intervention and increasing operational efficiency.
- Collaborated with cross-functional teams to design, test, and deploy new features in a production environment..

### 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

## **EDUCATION**

Monmouth College

BA in Computer Science

Monmouth, IL 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 <a href="mailto:lukeiac13.github.io/GameOfLife/">LUKEIAC13.github.io/GameOfLife/</a>
- 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 lukeiac13.github.io/SudokuSolver/
- SENIOR PROJECT PENDING

#### **COURSEWORK**

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

## **Computer Science**

- COMP-151: Intro to Programming (Fall 2022)
- COMP-152: Data Structures and Algorithms (Spring 2023)
- COMP-235: Intro to Systems Programming (Fall 2023)
- Comp-240: Computer Applications (Spring 2024)
- **COMP-337: Computer Communications** (Spring 2024)
- COMP-310: Database Theory and Design (Fall 2024)
- **COMP-345: Operating Systems** (Spring 2025)
- COMP-340: Analysis of Algorithms (Fall 2025)
- COMP-347: Applied Machine Learning (Spring 2026)
- COMP-401/402: Senior Capstone (Fall 2025-Spring 2026)

## **Mathematics Classes**

- MATH-151: Calculus 1(Spring 2023)
- MATH-152: Calculus 2 (Fall 2023)
- MATH-253: Calculus 3 (Fall 2025)
- MATH-260: Discrete Mathematics (Fall 2023)
- MATH-241: Linear Algebra (Spring 2024)
- MATH-317: Geometry (Fall 2024)
- MATH-301: Real Analysis (Spring 2025)
- MATH-311: Modern Algebra (Fall 2025)
- MATH-339: Probability (Spring 2026)
- MATH-401/402: Senior Capstone (Fall 2025-Spring 2026)

### 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