

# Jacob Meyer

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github.com/meyer28j

## Education

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### **BASc - Software Systems Engineering**

2025, University of Regina, SK

## Projects

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### 1. Embedded system RTOS traffic light control simulator

#### **Software and languages:**

- C with STM32F1 HAL library
- Coroutines and concurrency handling
- Hardware interrupt-driven behavior

#### **Features and functionality:**

- 4-way intersection with corresponding LEDs
- UART CLI providing realtime status and control
- User-responsive directional crosswalk buttons

### 2. Horror-roguelike video game with state-based gameplay (UofR Capstone)

#### **Software and languages:**

- Godot with static typing and strict linting
- Object-oriented programming
- Github team workflow with branch-based PR process requiring teammate approval

#### **Features and functionality:**

- 2.5D state- and information-based gameplay
- Randomly generated levels
- Thorough player knowledge-management
- Dedicated integration-testing environment

## Skills

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### **Programming**

- C, C++
- SQL, MongoDB
- Java
- Python, Jupyter
- GDscript
- ARM Assembly
- HTML, PHP
- CSS, Sass
- Javascript, VueJS

### **Software**

- Github & TFS
- Linux CLI
- Network computing
- LAMP stack
- virtual environments
- UI/UX design & prototyping
- Graphic design
- MS Excel & Word
- AutoCAD and Solid Edge

### **Teamwork**

- Thorough in capturing and communicating details
- Strong documentation skills
- Strong public presentation skills
- Approachable and open to constructive criticism

## Relevant Experience

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### Teaching Assistant

Oct 2024 - Dec 2024

**University of Regina**, Regina, SK

- Assisted lab instructor for a 3rd-year Software Engineering class
- Evaluated student work and quiz them on their execution strategy
- Helped students and answer questions about lab material

### High School Mentor

Jan 2024 - Feb 2024

**EYES, University of Regina**, Regina, SK

- Answered questions and engaged with high school students through a university lab experience
- Demonstrated a positive role model for future students

### Head Brewer

Feb 2022 - Jan 2023

**Iron Bridge Brewery**, Lumsden, SK

- Carried out all production tasks, including: brewing, canning, cleaning, inventory tracking, and task planning
- Minimized losses from canning up to 90% by process refinement
- Reduced preparation time by 30% by identifying parallel processes
- Promoted from taproom Server position

### Jr. Programmer Analyst

Jan 2021 - July 2021

**Saskatchewan Liquor & Gaming Authority**, Regina, SK

- Write SQL scripts for data fixes and feature implementation
- Customized document templates to automatically retrieve information from a database for automated messaging
- Worked within a team to implement, test, and debug feature changes and additions over a development cycle

## Volunteer

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### Board Member

May 2023 – Now  
wascanasolarco-op.com

**Wascana Solar Co-op**, Regina, SK

- Current committee chair of Solar Way program
- Participated in multiple roles including board secretary, organizing 2024 AGM, and Marketing & Communications subcommittee
- Client Management for Solar Way program, including site visits, preliminary solar array design, and economic analysis
- Draft and schedule various social media posts on Facebook and Instagram using Meta Business Suite
- Design and create graphics for presentations and social media