Jacob Evan Shreve

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An ambitious, adaptable learner with six years of real-world tech industry experience collaborating in small teams to get things done.

Experience

Lead Engineer, Wellopp   **Jan 2016-Dec 2018**
Wellopp is dedicated to reducing uneccessary hospital readmissions. At Wellopp, I led the development of Wellopp Messenger, an SMS-powered patient outreach tool using Ruby on Rails and 3rd party vendors like Twilio. I also led the infrastructure transition from plain Ubuntu VMs to Kubernetes clusters and wrote a bulk of the company's internal documentation on the subject.

Sole Proprietor, Shreve Labs, LLC   **Aug 2012-Present**
Shreve Labs (formerly I Make Websites) is the company I created for my freelance programming work. This encapsulates all of my experience working solo to meet with clients, discuss project goals, develop timelines, and get things done.

Web Developer, Online Ventures   **Apr 2012-May 2014**
Online Ventures is a tech consultancy that focuses on improving clients' business performance. I developed features on several projects supporting non-profit organizations, especially datekeeper.org, a fundraiser management system.

Education

University of Michigan   **Expected Spring 2020**
Bachelor's in Computer Science in Engineering, Minor in Political Science

- *Course Work:* Cryptography, Computer Architecture, Foundations of CS, Data Structures and Algorithms, Discrete Mathematics, Statistics, Computer Game Design
- *Courses Remaining:* Intro to Computer Security, Operating Systems, Networks
- *Project: Miner Mayhem* Created a 4-player cooperative grappling hook racing game created with Unity3D in a team of 4. Placed 4th of 20 in final showcase.
- *Project: Secret Sharing* Created a tool to create n password shares, for which $m \leq n$ must be reunited to recover the original password, à la nuclear launch codes

Washtenaw Community College   **Completed Winter 2016**
Engineering prerequisites: Calculus 1-4, Linear Algebra, Chemistry, Physics, Technical Writing, Technical Communication

Skills

- Proficiency in Ruby, Golang, Unity3D/C#, HTML/CS/JS, C/C++, SQL
- Server management with Docker and Kubernetes, app servers, email servers
- Collaborating in teams with Git and Mercurial version control systems
- Experience wrting high-level process and code documentation
- Linux nerdery: Emacs, i3wm, Fish Shell, tons of bash scripts in a dotfiles repo