

# Jared Cesen

[jcesen1701@vt.edu](mailto:jcesen1701@vt.edu)

281-678-2476

[linkedin.com/in/jared-cesen-ba5945191](https://www.linkedin.com/in/jared-cesen-ba5945191)

<https://portfolio.com/JaredCesen>

**Career Objective:** Obtain a position to further develop my skills as a software engineer.

## Education

- **B.S. Computer Science**, Virginia Tech Fall 2019 – Present
  - Graduation: 2023, Current GPA: 3.55
- **Honors Diploma**, Clear Creek High School Aug 2015 - May 2019
  - 5.28 GPA (Unweighted)

## Experience

- **Unnamed RPG Prototype**, Personal Project Summer 2022
  - Began designing and building a role-playing game prototype to exercise and develop my skills
  - Learned how to implement saving in Unity
  - Designed a unique and fully customizable magic system for combat, with a full table of elemental interactions and target area combination, with assistance
- **Dynamic Memory Manager**, Assigned Team Project Spring 2022
  - Reimplemented C's standard library functions malloc, realloc, and free for my Computer Systems class as an exercise in building a dynamic memory manager using a segregated free list to track free blocks of memory
- **Space Invaders Clone**, Assigned Project Spring 2022
  - Wrote a simple clone of Space Invaders in Unity/C# for my Intro to GUI Programming/Graphics Class
  - Explored the Unity particle system and sprite system to make it more interesting to play
  - Made use of the Unity collision layer system to make things only collide with what they should
- **Production Engineering Intern**, Solvay Chemicals Summer 2021
  - Created apps to meet criteria provided by users:
    - Environmental impact monitoring app
    - Packaging Inventory Management app
    - Material level monitoring and approval app
  - Wrote a Google Apps Script program to transfer data from apps stored in GSuite to software
  - Gained experience working with people with different backgrounds and skillsets than a software engineer and determining what their needs were in order to meet their expectations.
- **Tower of Hanoi**, Assigned Project March 2020
  - Used a recursive algorithm to solve a variable-size Tower of Hanoi puzzle, simulated with a First-In, Last-Out data structure.

## Skills

- **Software Development**
  - Languages: Intermediate Java, Python, MATLAB, C, C#/Unity; Beginner Prolog, Haskell, Racket, Scala
  - Version Control: Git
  - Machine Learning/Artificial Intelligence
- **SQLite**, Beginner
- **Requirements Gathering**, Beginner

## Leadership and Achievements

- **Eagle Scout**, Boy Scouts of America July 2019
- **Eagle Project**, Bay Area Pet Adoptions February 2019
- **Order of the Arrow**, BSA Honor Society Dec 2015

## Extracurricular Activities

- **Northern Tier High Adventure Trip**, Boy Scouts of America July 2016
  - Canoeed and portaged 100 miles in a team of ~10 people for 2 weeks in the wilderness in Manitoba, Canada with no outside contact
- **Boy Scouts of America National Jamboree** July 2017
  - Represented the Galveston Council as part of a 50-member contingent selected for the BSA's National Scout Jamboree
- **Kendo Club** Sep 2019—May 2020
  - Explored beginner-level interest in Japanese culture through Japanese Martial Arts
- **Virginia Tech Laser Tag Club** Fall 2021 – Current
- **Virginia Tech Residential College** Fall 2020 – Current
  - Participating in an intentional living learning community formed to bring together people of different backgrounds, interests, majors, and experiences with the intention of interacting with and learning from different perspectives
- **Galileo Engineering Living-Learning Community** Fall 2019–Spring 2020