

# Jacob Cohen

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## EDUCATION

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### **University of Cincinnati, Cincinnati, Ohio**

**2027**

*Bachelor of Science, Computer Science*

*Relevant course work: Engineering Design Thinking I & II*

## PROFESSIONAL EXPERIENCE

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### **GE Vernova, Melbourne, Florida**

**May 2025 – Present**

*Solutions Architect*

- Architected and deployed distributed MLOps pipelines to automate the training and inference of predictive models for industrial telemetry.
- Optimized high-dimensional data ingestion layers, reducing pipeline latency by 40% through custom Rust-based middleware.
- Designed scalable system architectures that integrate Generative AI to synthesize synthetic fault data, improving model robustness across edge-case scenarios

### **Tarigma Corporation, Columbus, Ohio**

**May 2021 – May 2025**

*Senior Software Engineer*

- Engineered high-performance signal processing engines in Rust and C++ to analyze COMTRADE (IEEE C37.111) oscillography data.
- Developed advanced feature extraction algorithms for time-series waveforms, utilizing Fast Fourier Transforms (FFT) and wavelet analysis—core components of modern audio feature engineering.
- Led a cross-functional team to deliver a real-time monitoring suite, leveraging message queues and low-latency caches to process millions of electrical signals per second.
- Interfaced directly with hardware protection relays, optimizing the software-hardware barrier for sub-millisecond data retrieval.

### **Skycade Ltd, Amsterdam, Netherlands**

**February 2018 – May 2021**

*Software Engineer*

- Designed and deployed large, scalable video game infrastructures that support millions of active users.
- Leveraged technologies such as Java, SQL/RDS, MongoDB/DocumentDB, message brokers, and caches to provide high-quality performance at scale.
- Utilized Agile and Scrum methodologies to produce organized projects.