Jacob Buelow

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Objective

To use the skills and experience I have acquired to obtain a co-op position to further hone my skills in the fields of software development, design and engineering, as well as to learn vital communication strategies within the field.

Educational History

University of Wisconsin – Stout

September 2020 – June 2025

Undergrad in BS Computer Science / Game Design and Development (3.7 GPA)

Dean's list recipient

Experience

Lead Underwater Robotics Programmer

October 2015 – May 2020

- Lead and primary programmer for underwater robotics team
- Programming in Java, using Spring MVC, Maven, Continuous Integration and Agile development to build robotic controls systems
- Assist in electrical / mechanical engineering

STEM Facilitator

August 2017 – September 2019

- Facilitated STEM+C learning activities for youth in rural Wisconsin
- Helped plan and organized STEM+C learning activities

University Courses

Data Structures, Software Engineering Principals, Video Game Development

Granite Peak, Ski Rental Technician

October 2018 – Present

- Responsible for safely setting and adjusting rental alpine skis

Wausau Coated, Shipping Assistant

July – August 2021

- Handled logistics in transport, storage, wrapping and shipping of palletized product

Skills

Computer Programming skills include: Extensive experience in Java, C++, C#, Python, HTML, JS, CSS, PHP, SQL. Experience in C, Rust, Kotlin. • Experience with agile development, git, IntelliJ, Eclipse, Visual Studio, Windows/Linux, Apache webserver.