Jake Lovrin

Education

2016 – 2020 BS Computer Science, Stevens Institute of Technology, Hoboken, NJ.

GPA - 3.2

Experience

2019 - Present **Product Design and Lead Developer**, WaveParadigm LLC, Spotswood, NJ.

- o Implemented adaptable systems in CSharp to facilitate a wide variety of multimedia experiences for our client base.
- Utilized and taught team members about object-oriented design patterns, source control, and third-party software integration.
- Employed a Kanban strategy which helped break down client user stories into actionable tasks to be assigned across a 12-member team.

Summer 2021 - Product Flow Specialist, Geek Squad, Best Buy, Brick, NJ.

Present • Drove a positive customer experience by building relationships with customers both retail and commercial, and provided solutions for their technical needs.

2020 - 2021 General Associate, Wawa, Bayville, NJ.

• Ensured smooth 24-hour operation of a retail location.

2019 - 2020 Lead Instructor, Black Rocket Productions, Freehold, NJ.

- Ran multiple camps that encompassed the creation, development, and deployment of various games on different platforms.
- Developed prototype applications for young students to use as a base for learning higher-level concepts quickly.

2019 - 2020 **President**, Stevens Game Development Club, Hoboken, NJ.

 Organized and managed several successful events each semester which catered to club members and to the general student body, including Game Jams, Guest Speaker events, weekly meetings, and public outreach events

Projects

Spring 2020 Vision Orb, Discord Bot.

• Used the Discord/JS API to develop a bot that interfaces with a website/database in order to display information on a separate chat-client when users entered specific commands.

Fall 2019 Tier List Maker, Web Development.

• Implemented a RESTful web service that allowed users to upload images and place them into arbitrarily created spaces.

Relevant Coursework

Computer Science Operating Systems, Web Development, Database Management, Concurrent Programming, Data Structures and Algorithms, Systems Programming.

Skills

Technologies Linux, Git, MongoDB, MySQL, Unity

Languages Java, C, C++, CSharp, Bash, Python, PHP, Javascript

Web Development HTML, CSS, React, node.js