JACOB HANSHAW

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Profile

- Highly motivated Computer Science and Computer Engineering double major seeking full-time employment
  - Passionate with significant time spent pursuing further knowledge and on personal projects
    - Excellent written, oral, and interpersonal communication skills and a positive attitude

Employment Experience

Mobile Learning Incubator - DoIT, Madison, WI
Developer and Designer   *05/2012 – Present*

- Lead development on an iOS social media application, programmed an augmented reality iOS application, an Unity game, and web games used for education. Hardware prototyping as well.
- Participated in design meetings surrounding application development.
- Reviewed code and collaborated with coworkers while using tools such as Pivotal Tracker and Git.

Hardin Design and Development, Madison, WI
Developer   *11/2012 – 05/2013*

- Programmed a variety of iOS applications for a diverse set of clients.
- Worked on multiple assignments in pressure situations and consistently met or exceeded deadlines.

Veritas Forge, Bristol, WI
Designer   *05/2010 – 05/2012*

- Brainstormed, researched components, sourced parts manufacturers, designed basic circuits, and programmed for this product design and prototyping firm.

Leadership Experience

Organizer & Head Technical Interviewer, 3 Day Startup   10/2012- 12/2012
President (prev. Vice President), Eta Kappa Nu IEEE Honors Society   04/2012- Present
Badger Boys State, Ripon, WI   06/2009

Computer Skills

Experience with Objective C, C, C#, C++, Java, MySQL, PHP, Unity, Verilog, Arduino, OpenGL, Python, Javascript, HTML, CSS, and Assembly. Use of VIM, Github (jacobhanshaw), Cornerstone, Pivotal Tracker, and Quartus. Some experience with UDK, Eagle, Solidworks, and Altium.

Education

UNIVERSITY OF WISCONSIN, Madison, WI   **CHRISTIAN LIFE SCHOOL, Kenosha, WI**
Majors: Computer Engineering & Computer Science   Valedictorian
GPA: 3.41   GPA: 4.1739
Graduation: Spring 2014   Graduation: Spring 2010

Activities and Projects

Projects: Co-operative Unity game, Occulus Rift and Kinect VR game, iOS CE simulation game, debt tracking app, motion-based game, Bluetooth API wrapper, RFID-controlled solenoid, HTML5 canvas game, iOS puzzle game, AR experience on ARIS platform, mind-controlled robot arm, and UDK level design

Groups: UPL, The Hub, 3 Day Startup Organizer, Sector 67, Eta Kappa Nu
Events: MITHacks, MHacks, Facebook Hack, Build Madison, Madison Weekend Startup, 3DS, Nest
Achievements: 3rd Place UW Nest Software Competition, Best Game at Facebook Hackathon