

# Jacob Schafer

## Software Engineer, Entrepreneur

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CoolDude53

jakeschafer

## Summary

I am a multidisciplinary computer scientist constantly striving for more. I'm driven by my passion to learn, design, create, and refine.

## Education

**Boston College** // Finance and Computer Science (3.55/4.0)

Chestnut Hill, MA (2015 - current)

- Relevant Coursework: Object Oriented Design (**Java**), Principles of Programming Languages (**OCAML**), Computer Systems (**C**), Data Structures and Algorithms (**Java**), Randomness and Computation (**Python**), Logic and Computation (**Python**), Computer Organization (**ARM**), JoyceStick (**C#**), Corporate Finance, Basic Finance, Financial Accounting

## Experience

**Co-Founder, CTO** // Tent Technologies (startwithtent.com - in development)

(fall 2016 - current)

- A company I founded at BC with my co-founder Joe Langenderfer during our sophomore year. Tent is a platform that leverages aspects of our sharing economy to connect employers and employees. Tent is a platform for everyday jobs that matches employers and workers based on their individual needs. Employers post jobs to Tent, which a worker can then view and apply for with one-click. If compatible, employers can accept applicants, who will be ready to work their new job. As a founder, I have worked to build a strong foundation for Tent that focusses on speed, market efficiency, and excellence (**HTML, CSS, PHP, JS, MySQL**).

**Founder, Lead Developer** // Falling Kingdom (fallingkingdom.net)

(2014 - current)

- A closed source, custom Minecraft MMORPG server which I developed using the Bukkit API in **Java** with **MySQL** to create an experience that not only functions smoothly and reliably, but offers enough uniqueness to serve as a standalone game, having a total of 65,000 lines of code and a YTD player base of over 8,000 people. On top of the live game, I lead a 30 person staff team who work to moderate, expand, and build the features, style of play, and flow of the game.

**Game Developer** // JoyceStick (joycestick.com)

Chestnut Hill, MA (fall 2016 - current)

- A Boston College digital humanities project where I employ **Unity3D** and Visual Studio (**C#**) to construct a virtual reality game from James Joyce's *Ulysses* for viewing on the HTC Vive. The project is supported by a Teaching and Mentoring Grant and substantial funding from internal bodies at Boston College. JoyceStick has been featured in articles and videos by the Associated Press, The New York Times, The Washington Post, The American Scholar, Boston College Magazine, Boston College's website, and more. It has also been exhibited at local and global conferences, including the Smithsonian, Rome, Toronto, Dublin, Singapore, and more. We are working closely with the BC Board of Trustees and Administration in catalyzing technology and interdisciplinary research on campus. I'm responsible for management, game architecture and development, and assisting with 3D modeling.

**Teaching Assistant** // Boston College

Chestnut Hill, MA (2017 - current)

- Computer Systems, working with **C** and machine-level programming to consider how various representations can affect the efficiency, reliability, and security of computing systems.

**Application's Assistant** // Gallagher Bassett

Chicago, IL (summer 2016 - winter 2017)

- Worked closely with the Chief Architect of the IT team to research, diagnose, and work with a German-based vendor to resolve issues and plan future iterations of GB's primary adjuster software (**Java**). Employed proper corporate deployment procedures for signing jar files, creating deployment rule sets, and using TFS with Visual Studio. Added Google Analytics to track activity in a traditional **Java Applet**, resolved immense performance delays, configured a fully functional **JNLP** POC of a traditional Java applet. Presented at '16 Q2 IT All Hands meeting on my diagnosis of performance issues and proposed solutions. Worked with **AWS** to create a **Spark** deployed application to produce sentiment analysis on large quantities of text data pulled from Twitter.

## Leadership

**President, Treasurer** // Boston College Computer Science Society

Boston, MA (2015 - current)

- Create, organize, and execute events to foster passion for computer science and the broader tech industry in the BC community. Successfully started a campus wide hackathon that I am working on expanding to the NLS level. Hosted Swift and iOS workshops for students interested in learning the basics of Swift for designing and building iOS apps. Worked closely as Treasurer (2016-2017) with the club's co-presidents to create budgets by planning for company and individual speaker events as well as instructional community events held by both students and alumni.

**Teacher's Assistant** // James Otis Elementary

Boston, MA (2016 - 2017)

- Volunteered weekly in a third grade classroom of a Boston Public School in East Boston. James Otis focusses on English Learning Students who are first or second generation immigrants. I worked with the teacher to facilitate the development of an organic yearning to learn in students. Led activities during the Week of Code.

## Toolkit

### Programming

- Java, Object Oriented Design, Java Applet Deployment, MySQL, Bukkit API Development, Git, Full-Stack MVC Web Development (HTML, CSS, PHP, JS, etc.), Python, C, C#, Swift, Bash, Spark, OCaml, ARM, XML, YAML, JSON

### Software

- IntelliJ, Eclipse, GitHub, AWS, Azure, Minecraft (client and server plugin development), Unity3D, Visual Studio, Adobe Creative Suite, Team Foundation Server, Microsoft Office Suite, Windows, Linux, macOS

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