

Jacob Elias Hajjar

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EDUCATION

Master of Science in Computer Science

California State University, Fullerton • 2023 • 3.66

Bachelor of Science in Computer Science

California State University, Fullerton • 2022 • 3.67

EXPERIENCE

Software Engineer Intern

Sprintray, Inc

June 2021 – August 2021, Los Angeles, CA

• Developed application menus in C++ for embedded devices using Qt Quick. • Collaborated with UI team to ensure accurate Figma design implementation. • Utilized Docker containers to create portable development environment. • Deployed and debugged software to a remote Linux device.

AVID Tutor

Anaheim Union High School District

January 2020 – June 2021, Anaheim, CA

• Facilitate learning in classroom of 9th and 10th grade students. • Provide detailed understanding of concepts in precalculus and algebra. • Collaborate with other educators to provide student guidance.

PROJECTS

Recurrent Neural Network Sentiment Analysis

California State University, Fullerton • January 2023 – April 2023

• Trained a recurrent neural network in Python with the Keras library and Tensorboard display. • Scraped student comment data from Rate My Professor using BeautifulSoup library, stored in MySQL database. • Utilized text vectorization, pre-training and word embeddings to boost accuracy in predicting user course ratings.

Calorie Tracker App

California State University, Fullerton • June 2022 – August 2022

• Created API to search foods in the USDA database. • Automatically save daily user entered calorie data in local storage. • Developed in Xcode 15 using Swift

Embedded Device Menus and Functionality

Sprintray, Inc • June 2021 – August 2021

• Wrote efficient object-oriented C++ and JavaScript code in the QT framework. • Developed menu allowing for USB storage and file browsing in embedded Ubuntu Device. • Implemented WiFi Connection screen in accordance to Figma Design. • Created Docker containers for remote deployment and debugging from simulated Linux environment. • Researched full development and deployment using docker containers to improve project portability

SKILLS

Languages: GCC & Microsoft Visual C++, Python 3, Swift 4, Lua

IDE: Visual Studio Code, Visual Studio Community 2022, Xcode 15

OS: Windows 10/11, MacOS 13

Frameworks: .NET, Qt 5.15

Linux: Ubuntu Desktop / Server, Fedora Server

Version Control: Git, GitHub

Containerization: Docker

Relational Databases: MySQL