

Roger Jacobsen

Seattle, WA | rgj123890@gmail.com | linkedin.com/in/rjacobsen6 | rogerjacobsen.com

Technical Skills:

- **Programming Languages:** Python, C, Java, Bash/Shell scripting, Batch scripting, SCPI, JavaScript, HTML, CSS, C#, SQL, Kotlin, Matlab
- **Libraries & Frameworks:** React.js, jQuery, Sass, Bootstrap
- **Electronic/Hardware Skills:** Soldering, Electronics Diagnosis, Device Repair
- **Tools/Misc:** Linux, Android, Unity, Git, Inkscape, Illustrator, SVG, Laser Cutting/Engraving, GIS, EMACS, Vim

Education:

Bachelor of Science in Computer Science; Minor in Mathematics

Western Washington University | GPA: 3.63

May, 2019 - June, 2022

Experience:

Amazon Project Kuiper

Seattle, WA

Test Technician (Linux, Python, Bash, Batch)

March, 2024

- Present

- Runs comprehensive validation tests on satellite hardware to ensure functionality and reliability.
- Develops robust software and detailed testing scripts aimed at automating various testing processes.
- Performs meticulous installations of new software releases for customers, ensuring smooth transitions and minimal disruptions.
- Increased board throughput by developing and maintaining efficient test software, resulting in significant performance improvements.
- Built custom scripts to assist manual testers in their day-to-day duties, enhancing efficiency and accuracy in the testing process.
- Spearheaded efforts to construct remote testing environments, effectively eliminating the need for extended team travel and reducing project costs.

One Hour Device Repair

Seattle, WA

Repair Technician

December 2023 - March, 2024

- Conducted thorough diagnostics on customer devices, delivering exceptional support to ensure optimal repair outcomes.
- Leveraged prior experience effectively, consistently adding value to the company from day one.

CPR Cellphone Repair

Bellingham, WA

Repair Technician & Hiring Manager

October, 2020 - July, 2022

- Demonstrated exceptional adaptability by assuming full responsibility for store operations during a colleague's extended absence.
- Revived store post-pandemic through recruitment, mentoring, and training. Empowering one of the new hires to eventually take over leadership upon my departure.
- Collaborated with a coworker to enhance skills like soldering, board diagnosis, and water damage repair, boosting efficiency by 30% and expanding personal expertise.
- Managed a diverse range of devices, expertly resolving complex technical issues through research, creative problem-solving, and trial and error solutions.

Volunteer Experience:

Seattle Makers

Seattle, WA

Volunteer Makerspace Assistant

September, 2023 - Present

- Facilitated members in their developmental pursuits, offering assistance as needed and upholding safety protocols for high-risk equipment.
- Maintains equipment to high standard, repairing and replacing when necessary.
- Organizes team-building activities for external entities, fostering stronger inter-team relationships and representing the organization positively at events.
- Collaborated with team members to strategize and execute a seamless transition plan for relocation to a new facility.
- Spearheading the development of regular game night events to attract new members while providing existing members with opportunities to showcase and evaluate their personally developed games.

Projects:

Portfolio Site - rogerjacobsen.com - Javascript, jQuery, HTML, CSS, Bootstrap

- Applied skills in Javascript, jQuery, HTML, and CSS to build an interactive portfolio of myself.
- Utilized jQuery, and CSS animations to custom design a carousel in place of page navigation that has a Bootstrap scrollspy incorporated alongside custom arrow buttons for complete control of the webpage.

Racquetball Tournament Manager - Kotlin, Android

- Worked diligently with 6 other students to construct an Android and Web based tournament management system in Kotlin/Java for Racquetball and Tennis to seamlessly connect players, referees, and the tournament manager using a RaspPi server.
- Tasked with the development of a 14" Android tablet application for providing an interface to the whole tournament, allowing for live updates to and from a dashboard and the RaspPi server targeting scores, scheduling, and court issues.

Operating System - EMACS, ssh, Multithreading, C

- Constructed a text based emulated operating system with extensive use of multithreading technologies.
- Implemented virtual to physical memory addressing, directory navigation, file management, piping, etc.

Untitled Unity Game - C#, Unity

- Developed Perlin Noise pseudo random world generator adjusting now to use Wave Function Collapse after building Sudoku game solver and realizing its potential.
- Modeled and animated multiple game pieces and their movement as well as that of the board.

Wave Function Sudoku - Javascript, jQuery, CSS, HTML, JSON

- Published an interactive Sudoku game and solver to learn and demonstrate the Wave Function Collapse generation algorithm.
- Built custom animated user selection using Javascript and jQuery for control and CSS stylings for looks and animation.