

Jacob Franklin

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EDUCATION

Brandeis University

Aug '21 - May '25

BA in Computer Science, Minor in Theater Arts | Waltham, Massachusetts

GPA: 3.66 (Dean's list for 5 semesters)

Relevant Coursework: Problem Solving in Python, Advanced Programming Techniques in Java, Data Structures and Algorithms, Mobile Application Development, Information Visualization, Operating Systems, Computer Security, Software Entrepreneurship, Human-Computer Interaction

WORK EXPERIENCE

App Developer Intern

Oct '24 - Present

Swift Alert LLC | Remote

- Worked on a team of 5 to pioneer cutting-edge applications focused on **Taylor Swift & Sabrina Carpenter**, harnessing React Native technology to drive significant improvements in user engagement
- Utilized React Native to introduce innovative components, like **an anonymous confession platform**, promoting enhanced user engagement & interaction dynamics
- Wrote numerous features that could handle over **600,000 users** storing and reading data simultaneously

Software Developer Intern

May '24 - Aug '24

SharkNinja | Needham, Massachusetts

- Designed a tailored web dashboard for app developers, **allowing 20+ developers to efficiently manage & adjust over 150 datapoints** for connected devices via React Typescript, emphasizing device control functionality
- Enhanced efficiency by 30% by incorporating **device-specific functionalities, such as real-time robot location & map view**, for numerous robot vacuums utilizing live location datapoints & a proprietary point plotting algorithm
- Enhanced testing efficiency by cutting developer workload by **5 minutes per datapoint alteration** of the robot

Theater Assistant

Aug '23 - Present

Brandeis University DSE | Waltham, Massachusetts

- created immersive soundscapes & dynamic lighting environments for many theater productions, using **QLab & ETC software tools**
- **Taught 20-30 students each semester** on sound & lighting techniques such as operating a Yamaha TF5 Console & QLab

PROJECTS

Custom React Native Camera App

Jul '23 - Jul '23

- Conceptualized & brought to life an innovative mobile camera application **surpassing existing standards**, integrating advanced information using React Native technology
- Implemented live metadata delivery to users by integrating location, device information, & **real-time weather data** to enhance personalized content experiences, leveraging GPS tracking & device-specific details

Mini Adventure Game

Sep '22 - Dec '22

- Constructed an interactive adventure game using Python & Tkinter, incorporating a state-driven gameplay system with **dictionaries to enhance player engagement**
- Engineered a user-friendly interface that immerses players in dynamic choices, **numerical challenges**, & win/loss scenarios, incorporating randomization for enhanced replayability

SKILLS

Programming: React Native (Proficient), React (Intermediate), JavaScript (Proficient), TypeScript (Proficient), HTML (Beginner), CSS (Intermediate), Java (Proficient), Python (Intermediate)

Software: VS Code (Proficient), Eclipse (Beginner), Tableau (Beginner), Microsoft Office Suite (Proficient)