

Jake Small

jakesmall90@gmail.com - jakesmall.net
Full Stack and Mobile Developer

WORK EXPERIENCE

Configit, Remote from Sunnyvale, CA

July 2017 to Present

Senior Software Engineer

- Enabled clients to shift products from engineered-to-order to configured-to-order, reducing lead times by 96%, by developing design automation software that automatically manipulates their 3D models and outputs engineering drawings for manufacturer consumption.
- Created scalable microservices which reduced manufacturing and sales errors for automotive and heavy machinery companies that integrated with their ERP (SAP, Oracle) systems and configuration pipelines.
- Resolved complex business challenges by architecting solutions and guiding partnerships with clients.

Textron Systems – Unmanned Systems, Hunt Valley, MD

June 2015 to June 2017

Software Developer

- Led the development of an iOS app that automated and improved the security and reporting capabilities of pilot logbooks which reduced mishaps and increased reliability for unmanned aerial vehicles at a Fortune 500 company.
- Guided the career growth of interns by mentoring and managing them throughout app development.

Bloom Marketing Group, Bloomington, IN

March 2014 to May 2015

Software Developer Intern to Part-Time

- Secured a major health insurance provider as a client resulting in over 1000 new licenses by single handedly porting our enterprise iOS app to Windows.
- Significantly enhanced the iOS application's reliability and proactively identified and prevented bugs by creating automated UI tests that seamlessly integrated with Jenkins for continuous execution.

TECHNICAL SKILLS

Current Languages, Web Development, Database, Game Development:

- C#, JavaScript, TypeScript, Python
- React, Node.js, ASP.NET, HTML, CSS
- RavenDB (NoSQL), SQLite, MSSQL
- Godot (C#/GDScript), Unity (C#), Bevy (Rust)

Miscellaneous:

- Git, .NET, JIRA, Agile
- Azure, Digital Ocean, Github Actions, Appveyor
- SolidWorks (3D CAD), Arduino, Raspberry Pi, 3D Printing

EDUCATION

Indiana University, Bloomington, IN, Bachelor of Science earned May 2015

Major: Informatics with a cognate in Information Technology

Minors: Computer Science, Security, and Information Technology

INTERESTS

- Building accessible and portable ergonomic video game controllers through multiple design iterations