

JAKE TORRES

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EDUCATION

Columbia University - *Bachelors of Science in Computer Science GPA: 3.71* New York, NY | August 2021 – May 2025

- Activities: 2025 Class Rep, Bwog Senior Staff Writer, Intramural Basketball, App Development Initiative, Esports Club, SHPE
- Relevant Coursework: Operating Systems, Computer Graphics, Data Structures, Neural Networks, Databases, Networks

EXPERIENCE

Columbia Graphics and User Interfaces Lab - *Undergraduate Researcher* New York, NY | September 2023 - Present

- Working on UI/UX of a VR app in Unity using C#

Microsoft - *Software Engineering Intern - Azure Cloud Efficiency Holmes Team* Redmond, WA | June 2023 – September 2023

- Developed a diagnostic tool for my team that increased visibility significantly in our teams system
- Allowed for future improvements that would allow for a language learning model to automatically make decisions

CS@Columbia Univeristy - *Advanced Programming Teacher Assistant* New York, NY | Sepetember 2022 – Present

- Graded labs and exams, held office hours, review sessions and recitation, and aided in instruction (400 Students).
- Helped with operation of class infrastructure by writing bash scripts and changing the website.

Meta/Facebook - *FBU - Meta University Engineering Intern* Menlo Park, CA | June 2022 - August 2022

- Spent 3 weeks learning how to make iOS apps in Xcode with Objective C, Swift, and APIs by making clones of popular apps
- Ranked number one among other iOS interns for feature count, learning rate, quality, communication and productivity
- Developed my own social media platform app, Piccy, where users can post a GIF related to a randomized daily topic using Tenors API. Wireframed, planned and created everything on my own.

Code Ninjas - *Code Sensei* Broomfield, CO | Nov. 2019 – June 2021

- Taught around 200 kids aged 7-15 how to code in Python, Lua, JavaScript, HTML, C#, and Scratch
- Helped run day to day involving cleaning, organizing events, communicating with parents, and marketing as well
- Created online and in-person curriculum for camps and classes in Python and Lua which I used to create new ways of teaching kids during quarantine
- Created advertising material using Adobe Suite to attratch new customers successfully after and during the pandemic

Colorado School of Mines - *High School Intern* Golden, CO | May 2020 – Aug 2020

- Taught Python to 30+ faculty, graduate students, professors and teachers around and in Colorado
- Documented curriculum and assignments to teach Python 102 at the Colorado School of Mines
- Taught 40 middle school students how to code through an algebra based programming language, BootStrap
- Managed the Computing For Good program and led a group to make a carbon footprint calculator webapp.

PROJECTS AND ACTIVITIES

Bro I'm Literally a Fish: 1st Place Microsoft Intern Game Jam | *Godot, Blender, Audacity, Asperite* July 2023

- Made a 3D Platforming Game inspired by N64 games using Godot for the Microsoft Intern Game Jam and got 1st place!
Created all assets myself, including 3D assets in blender, user interface in Asperite and sound effects and music in a week!

Trivia Discord Bot | *Java, Visual Studio, GitHub, Discord API, Java Discord API* January 2022

- Made a Discord bot using the Java Discord API and the Discord API which let users play trivia games by adding it to their server. Supplied 50,000+ available questions and tracked users stats

GoGreen | *JavaScript, HTML, GitHub* September 2021

- Worked with a team to make a webapp for the HackMIT hackathon that calculated the carbon footprint of different modes of transportation using the Google Maps API.

Faux: 7th place in Brackeys 4 Game Jam | *C#, Visual Studio, Git, FMOD, MonoGame, Audacity, JSON, .NET* Aug 2020

- Made a platforming game in one week with a team by developing a game engine from scratch in C# with the .NET framework and MonoGame and placed 7th out of 2000 teams internationally

AWARDS, SKILLS AND INTERESTS

Awards: HSF Scholar, ColorStack Member, Columbia Engineering Dean's List x2, Microsoft TEALs Volunteer
Languages: Java, Python, C#, C, C++, Objective C, Swift, JavaScript, React & Next.js, HTML/CSS, Lua, SQL, Spanish
Developer Tools: Git, PyTorch, Xcode, Visual Studio, Eclipse, JetBrains Suite, VS Code, Unity, Godot, Blender
Other Skills: Adobe Suite(Photoshop, Premier, After Effects, Illustrator), Audacity, FMOD
Outside Interests : Competitive Esports and speedrunning, Physics, Astronomy, Eating, Board Games, Skiing, and Traveling