Jake "JJ" Bowen

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Summary

Experienced embedded engineer and automation programmer with a passion for problem solving and a love for simplifying complicated processes with creative and efficient solutions.

Work Experience

Software Engineering II | RTX Corporation

9/2023-Present

- Worked on an embedded software engineering team as the Telemetry expert
- Took on role of teams automation specialist designing and maintaining CI/CD pipelines and automation tools
- Researched and integrated an Electro-Optical Sensor Model (EOSM) for a Digital Scene Generation team
- Worked on a DevOps team implementing Continuous Documentation into a CI/CD pipeline

Information Security Analyst | University of California, Santa Cruz ITS

12/2021-07/2022

- Worked for ITS Core technology- Infrastructure Security Team, analyzing security vulnerabilities and investigating/responding to incidents at a major research university.
- Worked with open-source projects, vendor APIs, and code with limited documentation and/or no support.
- The focus was on enhancement of security tools, alerts, and data analysis.

Software Engineering Intern | Nuix North America, Inc

10/2020-7/2021

- JavaFX application to test native C++ API
- Developed stand-alone application using JavaFX to make and view file safes.
- Created UI layouts using Scene Builder, developed all associated Controller classes.
- Developed Interface classes to access the native C++ DLL using JNA.
- Used the Java Document class to read and write test configuration files in XML.

Education

Master of Science 9/2022
University of California, Santa Cruz | GPA 3.82 | Computer Science and Engineering
Bachelor of Science 6/2021

University of California, Santa Cruz | Computer Science Bachelor of Art

6/2021

University of California, Santa Cruz | Economics

Key Skills

- Languages: Java, JavaScript, JavaFX, C, C++, Python, HTML, XML, Ruby, React, Make, SQL, PlantUML, Perl, CUDA, Yaml, Bash
- Software: Microsoft Office, Word, Excel, PowerPoint, GitHub, Eclipse, Notepad++, Google Suite, PuTTY, Remote Desktop, Docker, ADS
- OS: Windows, Unix/Linux, VxWorks

- DevOps Automation, and CI/CD Pipelines
- Embedded Programming
- Mobile Development
- Talent for recognizing places for improvement, and designing creative and efficient solutions
- Experience working with GPU programming using CUDA
- Curious and solutions-oriented problem solver

Volunteer Experience

Teen Volunteer (TWG) | Oakland Zoo - Oakland, CA | 06/2011 - 09/2017

- Worked with zoo visitors including families and children educating them about zoo animals and their habits, natural environments, and conservation.
- Multiple Presidential Volunteer Service Awards for hundreds of hours of volunteer work.

Research

GPU Programming | University of California, Santa Cruz | 1/2022 – 9/2022

• Researched running graph algorithms, particularly PageRank and Single Source Shortest Path, on CPU, GPU and heterogenous kernels, as well as embedded devices.