

Jake “JJ” Bowen

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Summary

Experienced and hardworking Master’s graduate in Computer Science with research in GPU programming. Adept coder, proficient in many programming languages and software systems, with significant experience working on a professional team. Curious and competent problem solver with great communication skills excited to join your team!

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	

Work Experience

Software Engineering II | RTX Corporation 9/2023-Present

- Researched and integrated an Electro-Optical Sensor Model(EOSM) for the Digital Scene Generation team of a shoulder mounted missile launcher
- Developed a C++ adapter to combine two large scale preexisting application
- Worked for a DevSecOps team adding a Continuous Documentation job into the development 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.

Key Skills

- Languages: Java, JavaScript, JavaFX, C, C++, Python, HTML, XML, Ruby, React, Make, SQL, Node.js, PlantUML, Perl, WebGL, Express, JSX, CUDA, Yaml, Scheme, Processing, OCaml, Smalltalk, Phaser, and MIPS, Dafny.
- Software: Microsoft Office, Word, Excel, PowerPoint, TurboTax, GitHub, Eclipse, Scene Builder, Notepad++, Powershell, Google Suite, PuTTY, Remote Desktop, Docker, ADS
- Operating Systems: Windows, Unix/Linux
- AI
- Android Development
- Works well as part of a team or individually.
- Experience working with GPU programming using CUDA
- Development Pipelines
- 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.