Jeffrey Jonathan Yackley

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OBJECTIVE

To pursue a tenure track faculty position in academia as an assistant professor of computer science.

EDUCATION

University of Michigan - Dearborn — Dearborn, MI
Doctor of Philosophy — GPA: 3.90
Major: Computer Science — Expected: April 2021

University of Michigan - Dearborn — Dearborn, MI
Master of Science — GPA: 3.90
Major: Computer Science — Expected: December 2018

University of Michigan - Dearborn — Dearborn, MI
Bachelor of Science with High Distinction — GPA: 3.69
Major: Computer Science — Graduated: April 2016

University of Michigan - Ann Arbor — Ann Arbor, MI
Bachelor of Science — GPA: 3.03
Major: Biochemistry — Graduated: April 2009

University of Detroit Jesuit High School and Academy — Detroit, MI
High School Diploma — GPA: 3.8
Graduated Summa Cum Laude and Phi Beta Kappa — Graduated: May 2005

COMPUTER SKILLS

Languages: C/C++/C#, Java, JavaScript, HTML5, CSS, LISP, PHP, MySQL, VB, ASP.Net, M68K Assembly, z/OS HLASM, JCL
IDEs: Android Studio, CLIPS Interpreter, Compuware Topaz, Eclipse, ISPF, Microsoft Visual Studio, NetBeans, XLISP Interpreter
Game Engines: Construct 2, Unity, Unreal Engine 4, XNA
Other Software: Amazon Web Services, Apache Tomcat, Assembla, Atlassian Confluence, Atlassian JIRA, Compuware Abend-Aid, Compuware ISPW, Compuware Xpediter, DaVinci Resolve, IBM Rational Rhapsody, IBM Rational Team Concert, Microsoft Office, Microsoft Visio, Minitab, MySQL Workbench, Slack, Sublime, Subversion, Vector DaVinci Configurator & Developer

COURSE WORK

Advances in Software Engineering Research, Algorithm Analysis & Design, Artificial Intelligence, Automotive Active Safety Systems, Calculus I – III, CIS Doctoral Seminar, Compiler Design, Computer Graphics, Computer Networking, Computer Organization and Architecture, Data Analytics in Software Engineering, Data Structures and Algorithm Analysis, Database Systems, Discreet Structures, 2D/3D Game Design, Operating Systems, Probability and Statistics, Matrix/Linear Algebra, Mobile App. Development, Research Methodology, Software Architecture & Design Patterns, Software Engineering, Theory of Computation, Web Development, Technical Writing for Engineers

HONORS & ACTIVITIES

U of M Dearborn Difference Maker Award 2018 — March 2018
U of M Dearborn Office of Metropolitan Impact Service Award 2018 — February 2018
Association for Computing Machinery (ACM) — September 2014 to Current
- Volunteer Student Instructor — September 2014 to Current
  - Taught diverse groups of Boy Scouts, Girl Scouts, and high school students
  - 3-4 events per semester focusing on different aspects of computer science

Upsilon Pi Epsilon (UPE) Computer Science Honor Society — November 2014 to Current
- UPE Officer: Treasurer — November 2014 to April 2015

Co-Operative Education Program — January 2014 to September 2015
National Society of Collegiate Scholars (NSCS) — January 2006 to Current

PROJECTS

Discreet Structures - Course — Winter Semester 2014
- Created artificial life simulation using rules from Conway's *Game of Life* in C++
- Comprised of a color-coded grid representing living/dead cells, runs until steady state achieved
- Revised, presented, and demonstrated multiple times over the course of the semester

Software Engineering - Course — Winter Semester 2015
- Created a warehouse inventory system in C# and MySQL
- Team of four undergraduates and two graduate student project advisors
- Semester long project with numerous presentations

Senior Design Seminar – Capstone Project — Fall Semester 2015 to Winter Semester 2016

- Honor Story: Web Application for Audio Recording and Storage was developed for a startup client
- Agile development practices and documentation over the course of two semesters
- Development Technologies: ASP.Net, MySQL, Windows Forms, Amazon Web Services
- Won 1st place in the Computer and Information Science Department in the U of M – Dearborn College of Engineering and Computer Science Senior Design Competition

Game Design II – Course — Winter Semester 2016

- Cosmic Golf, A nine-hole golf mini-golf game set in space
- Unreal Engine 4, 3D Game from third-person perspective
- Semester long project during which I served as team lead for a five-member team
- Underwent three major releases with class presentations and play testing

EXPERIENCE

University of Michigan - Dearborn — Dearborn, MI
Graduate Student Instructor — August 2017 to Current
College of Engineering and Computer Science | Department of Computer and Information Science

- Courses: Introductory Computer Programming I and II (with Lab), Computer Game Design and Implementation I and II, Senior Design Capstone Seminar I and II, Software Quality Assurance
- Taught, graded, and mentored undergraduate and master students in a variety of computer science course work
- Served as a Detroit Area Pre-College Engineering Program (DAPCEP) Instructor teaching Java and game programming to historically underrepresented students

Compuware Corporation — Detroit, MI
Software Developer — June 2016 to August 2017
Enterprise Common Components (ECC) Team

- Part of an Agile Software Development Scrum Team
- Trained on Agile development practices and DevOps
- Trained on IBM zSeries mainframes
- Design, develop, code, test, document, and maintain complex mainframe software products for numerous and diverse customers ranging from medium sized businesses to large Fortune 500 companies and governments
- Focus on software critical to all of Compuware's products:
  - Compilers and Language Processors (C Language, COBOL, HLASM, PL/I)
  - Compuware Dump Dataset Input Output Files
  - Compuware Mainframe Services Controller
  - Host Communication Interface (TCP/IP based) between remote workstations and the mainframe
  - License Management System

Visteon Corporation — Van Buren Twp., MI
Software Engineer | Intern — May-August 2014 and May-August 2015
Visteon Electronics | Driver Information (DI) Software Group

- Gained experience with Agile embedded software development and software architecture
- Developed IEEE Software Architecture Documentation for a new Visteon DI Architecture
- Worked with the Automotive Open System Architecture (AUTOSAR) Standard
- Trained on IBM Rational software and Vector AUTOSAR configuration software
- Created a companywide memory estimation tool in Java with MySQL database back-end