

Jackson Smith

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EDUCATION

Purdue University

Bachelor of Science in Computer Science, Bachelor in Mathematics

West Lafayette, IN

Aug. 2024 – May 2028

Relevant Coursework: DSA, OOP, Software Engineering, Computer Architecture, Abstract Algebra

EXPERIENCE

Incoming Summer 2026 ML/AI Intern

Wabash National

May 2026 – Aug 2026

West Lafayette, IN

PROJECTS

Iris | *Python, AWS, GPT-4o Mini, OpenAI Whisper, CSS, JavaScript, HTML* February 2026 – February 2026

- Developed a **AI-driven voice-assistant chrome extension** using HTML/CSS page injection for the frontend and **AWS Lambda for the backend**
- **Integrated GPT-4o Mini** with the Google Cloud workspace to reduce friction for people with disabilities using Google products
- Utilized **OpenAI Whisper** to transcribe user dialogue and produce text-to-speech audio for the voice-assistant to output as feedback

Forge | *React/React Native, Typescript, FastAPI, Python, Pinecone, Postgres, Git, OpenAI* January 2026 – Present

- Designed a full-stack app with a **React Native frontend** for mobile support and a **FastAPI backend**, integrating Pinecone for a vector database and Postgres for more static data
- Collaborated in a team environment to design an AI-powered centralized fitness app
- Connected statistical models with **OpenAI** to design an automatic progression system for weightlifting and dieting, **using Pinecone to retrieve any relevant data**
- Designed a social-media server allowing users to interact and share their progress and results

NeuroEv-AugTopologies | *Python, Matplotlib, Numpy* August 2025 – September 2025

- Implemented the NEAT algorithm for simple AI agents to perform actions in a virtual environment
- Designed a small 2D world simulation for AI agents to play, interact, and adapt through
- Simulated agents progressing through simulated evolution in the NEAT algorithm, learning to eat, reproduce, and survive through gene-crossover

Raid: The Nether | *Java, Spigot, Kotlin, Gradle, Git* September 2025 – Present

- **Organized and headed a development team** to design a large-scale plugin for a custom gamemode on a Minecraft server
- Designed object-oriented systems **to allow for easy flexibility and modularity** of custom content
- Hosted multiple playtests for an iterative design process with highly positive feedback
- Contributed **30K+ lines of documented code**, including written documentation on how to use APIs and custom libraries

Nupiz | *C, C++, Git* June 2025 – Present

- Architected and optimized a **virtual machine running a custom bytecode** in C
- Designed a language and compiler pipeline to generate bytecode and support external libraries
- Implemented **compile-time error catching** and static-typing systems using **graph data structures and back-propagation**

TECHNICAL SKILLS

Languages: Java, Python, C/C++, SQL (Postgres), TypeScript, HTML/CSS

Frameworks: React, Node.js, Flask, Tailwind, FastAPI

Developer Tools: AWS, Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ, Vim, SSH