

Jacob Luytjes

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EDUCATION

Aurora University, Aurora, IL

Expected May 2026

Bachelor of Science in Computer Science

GPA: 4.0

- Minor in Math and Philosophy

Waubensee Community College, Sugar Grove, IL

May 2024

Associate of Science in Computer Science

GPA: 3.96

WORK EXPERIENCE

PromoterMotor / NourishCap, North Webster, IN

August 2025 - December 2025

Software Engineer Intern

- Developed and improved backend systems to support evolving product needs, driving a 10% increase in users
- Automated multiple workflows using JavaScript, Node.js, and FFmpeg to streamline processes for 5+ team members, including video thumbnail generation
- Optimized AI prompts to enhance output quality and consistency to reduce human review by 30%
- Utilized Python and BeautifulSoup to scrape and format data of potential customers to increase users by 6%

PROJECTS

- Managed development of an offline-first electronic medical records system using React Native, Nativewind, and SQLite with a 3-person capstone team; designed full-stack architecture enabling device-to-device communication without internet
- Built a responsive grade calculator with React, HTML, CSS, and JavaScript, used by 5+ people
- Implemented an arbitrary-precision BigInt library in C++ to work on test-driven development and bug fixing, with thorough testing to ensure accuracy
- Created an ASCII state diagram maker in Typescript with reusable components, with 4+ students utilizing it

INVOLVEMENT

Computer Science Association, Aurora University, Aurora, IL

September 2024 - Present

Leader

- Taught game development and Godot, as well as other programming concepts, in engaging formats to 15+ people
- Established a space on GitHub for 15+ students to share technical interests and collaborate on projects, and foster communication skills and networking

HOBBIES AND INTERESTS

- Designed and developed 20+ video games in Unity C#, with 3 games having 50+ plays/downloads
- Participated in 5 game jams, with 2 games having top 10 rankings

TECHNICAL SKILLS

- Languages: JavaScript, TypeScript, Java, C#, C++, Python, SQL
- Frameworks: Node.js, Express, React, React Native, Tailwind, Bootstrap
- Tools: Git/GitHub, Unity, Godot, FFmpeg, BeautifulSoup, JIRA
- Database: MySQL, SQLite, MongoDB