

Jack Dreifus

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Availability: July 2025 – December 2025

EDUCATION

Northeastern University, Khoury College of Computer Sciences

Boston, MA

Candidate for a Bachelor of Science in Computer Science

Sep. 2023 – Expected May 2027

Honors: Cumulative GPA: 4.0/4.0, Dean's List (x3)

Relevant Coursework: Object-Oriented Design, Algorithms and Data, Programming in C++, Theory of Computation, Introduction to Databases, Mathematics of Data Models, Discrete Structures

TECHNICAL KNOWLEDGE

Languages: Java, TypeScript, C++, HTML, CSS, SQL, Python

Frameworks/Libraries: React, Material-UI, Node.js, Express, Prisma, Flask, JUnit, Jest

Technologies: Git/GitHub, RESTful APIs, Docker, Postman, VSCode, IntelliJ, Linux

EXPERIENCE

Tech Lead & Full-Stack Developer – Northeastern Electric Racing, *Boston, MA*

Jan. 2024 - Present

- Leading the finance page redesign for FinishLine, a full-stack product management dashboard developed in TypeScript, managing tickets and code reviews within a sub-team of a 100+ student developer organization.
- Built a "Change Requests" tab for all club-wide projects, displaying sections of various change request cards using React components, custom hooks, and Material-UI, enhancing the application's UI responsiveness and functionality.
- Developed backend endpoints for onboarding and recruitment using Express and Prisma queries, including checklist management services, controllers, and routes. Ensured reliability with Jest unit tests and integration testing via Postman.

Peer Tutor – Knack, *Boston, MA*

Mar. 2024 - Dec. 2024

- Mentored fellow students in theoretical mathematics and fundamental computer science courses, fostering their academic growth while honing leadership and communication abilities.

Line Cook – Big Tree Hospitality, *Scarborough, ME*

May 2022 – Aug. 2024

- Collaborated in a fast-paced kitchen, using Toast services, demonstrating teamwork, and efficient time management skills.

PROJECTS

RoomieSync First Place – 2-Day Club-Wide Hackathon

Dec. 2024

- Led the development of the chore tracking and group creation/joining features for a roommate organization app aimed at simplifying shared living by managing expenses, alarms, and chores.
- Implemented backend endpoints with Python and Flask to handle CRUD operations, chore assignments, group creation/joining, and automated email reminders via Flask-Mail API.
- Designed and styled React components, including chore cards, various modals, and interactive features for chore assignment, alarm management, expense tracking, streamlining task distribution for household organization.

Community Center Management System

June 2024

- Co-developed a data management system in C++ to manage community center reservations, supporting three user roles—admin, client, and citizen—and enhancing event organization.
- Designed and implemented using OOP, with detailed planning via UML diagrams, sequence diagrams, and CRC cards.
- Integrated state persistence to maintain reservation and user data across program sessions, ensuring data integrity.

Three Trios

Nov. 2024

- Developed a two-player card game in Java using OOP and MVC, featuring synchronized boards rendered via Java Swing.
- Implemented AI algorithms for human vs. machine gameplay, offering adjustable difficulty levels and various enhanced game modes using decorator patterns.

Portfolio Website

Aug. 2024

- Developed an interactive modern portfolio website using HTML, CSS, and JavaScript to showcase projects and provide insight into skills and personality.

ACTIVITIES & INTERESTS

Activities: Northeastern Electric Racing, Northeastern Men's Lacrosse, Kappa Theta Pi Professional Fraternity

Interests: Culinary Arts, Classic Rock, Boston Sports, Film