

Jack Ganger-Spivak

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Available after graduation May 9th, 2026

EDUCATION

Rochester Institute of Technology (RIT), Rochester, NY, Expected Graduation May 2026
Bachelor of Science, Software Engineering, Minor in Computer Engineering

WORK EXPERIENCE

Software Consultant, RIT Kate Gleason College of Engineering September 2024-May 2025

Developing software components for several engineering senior projects including:

- web front-end for electric car chargers in stock JavaScript
- Android app to interface via bluetooth with a field sports assistive device
- Full software, hardware, and electrical control system for pneumatic press
- Python frontend and MIDI conversion tool for automatic chime player installation

Full-Stack Developer, RIT Simone Center and Foundry Digital June 2023-August 2023

- Worked in a team to develop a repair invoice generation tool integrating with Jira
- Conducted weekly meetings with client to perform customer discovery, clarify requirements, and demo our prototype

Technician, EEnable Inc June 2021-August 2021

- Diagnosed, repaired, and maintained computers for a variety of clients
- Provided phone and remote support for customers, as well as in-person support

PROJECTS

Custom 3D-printed foam dart blaster prototype, personal project January 2025-present

- Uses flywheels powered by brushless drone motors to accelerate darts
- Motors driven by electronic speed controller controlled by ESP32 microcontroller
- CAD, electrical design and software design done by me, used Fusion 360

Home backup server, personal project July 2025-August 2025

- Built Debian server to securely backup family photos and personal files
- Used ZFS mirror array of NAS-quality hard drives to protect against bit rot
- Installed Kopia backup server software and used Tailscale to allow for secure VPN connections

4917 Emulator, personal project October 2022 - August 2023

- Created emulator for simple 4-bit computer to gain experience working with Rust
- Designed assembler function to generate machine code from human-readable code
- Skills: Rust, Cargo, Assembly

Multi-User Dungeon, for class Engineering of Software Subsystems Jan 2022 - May 2022

- Created and actively updated a living [design document](#) including UML class and sequence diagrams and detailed explanations of every component of the design
- Developed user interface subsystem and led integration of each individual component of the system.
- Implemented in Java with Swing as the UI library

Leadership

RIT Foam Blaster Club Fall 2024-present

- Progressed through leadership positions including Secretary (2024) and President (2025) of the club, organizing and hosting "Nerf wars" at high velocities on campus
- Organized and ran orientation events with 150+ attendees and introduced high-skill competitive clinic events