

# Jesse Schwartz

He, Him, His | (612) - 968 - 9242 | JesseSchwartz25@gmail.com

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## EDUCATION

### George Mason University

*PhD Student, Computer Science*

Arlington, VA

*August 2025–Present*

- Research area of computer graphics with a focus on animation technology
- Member of the Computational Reality Creativity and Graphics Lab (CraGL)

### American University

*Bachelor of Science in Computer Science, Summa Cum Laude*

Washington, DC

*Graduated 2022*

*Bachelor of Arts in Communication: Film and Media Arts, Summa Cum Laude*

- 3.93 GPA, Dean's List all semesters
- Upsilon Pi Epsilon (Computing Honors Society)

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## WORK EXPERIENCE

### Comcast

*Machine Learning Engineer I (Contractor via Brooksource)*

Washington, DC

*September 2022–April 2023*

- Designed a personalized content-recommendation prototype for the Xfinity On-Demand UI
- Optimized data processing pipelines, reducing computing time by up to 85% through efficient algorithm implementation
- Streamlined automated CI/CD pipelines for ML application deployment
- Implemented AWS optimization strategies, saving over \$5,000 annually in server costs

### Institute for Immersive Designs, Experiences, Applications, and Stories

*Augmented Reality Research Assistant*

Washington, DC

*May 2022–August 2022*

- Implemented UI/UX and Augmented Reality features for a telehealth application on HoloLens 2
- Developed networking capabilities and rendering optimizations within Unity Game Engine
- Troubleshoot and resolved rendering issues in volumetric capture studio pipeline

### Computational Material Perception Laboratory

*Virtual Reality Research Assistant*

Washington, DC

*May 2021–May 2022*

- Generated immersive features in Unity Game Engine utilizing Virtual Reality and Haptic Feedback
- Optimized physics interactions and performance to create a novel research experiment in intuitive physics
- Designed and implemented an original information capture pipeline for analysis and dataset creation

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## LEADERSHIP EXPERIENCE

### George Mason University

*Graduate Teaching Assistant*

Arlington, VA

*August 2025–Present*

- Assisted in delivering undergraduate computer science courses by leading lab sessions for 120 students and holding weekly office hours
- Graded programming assignments and labs using automated and manual evaluation methods, ensuring consistent, timely, and constructive feedback for 50+ students
- Collaborated with faculty to develop course materials including coding examples, project specifications, and assessment rubrics

### AmeriCorps NCCC Forest Corps

*Assistant Team Leader*

Sacramento, CA

*June 2024–April 2025*

- Committed to helping the environment and local communities through completing over 1600 hours of national service
- Worked in conjunction with the US Forest Service to reduce the potential damage of wildfires across the Western US
- Developed skills in wildland firefighting (Certified Type 2 Firefighter), and wildland chainsaw (Certified Type A Sawyer)

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### Programming Languages

- *Python*
- *C++*
- *C#*
- *Java*

### Skills

- *Machine Learning*
- *AR/VR/XR/Mixed Reality*
- *Game Engines*
- *Immersive Computing*

### Research Interests

- *Computer Graphics*
  - *Animation*
  - *Non-Photorealism*
  - *Real Time Rendering*
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