

Jake Recharte

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EDUCATION

San Diego State University — *College of Sciences*, San Diego, CA

Bachelor of Science in Computer Science Expected May 2028

Relevant Coursework: Data Structures, Introduction to AI, Advanced Programming Languages.

In-Progress: UNIX/System Design, Algorithms, Machine Learning, 3D Game Design

WORK EXPERIENCE

GradeFlow — *Software Developer Intern*, February 2026 – July 2026

- Built a curriculum standards tagging feature in a team of 5 that accepts teacher-uploaded assignment descriptions and automatically assigns aligned curriculum standards with confidence scores.
- Built a document-parsing pipeline with PDF scrapers to extract and store structured standards data from 1,000+ curriculum pages in a searchable Supabase (PostgreSQL) database.
- Developed and integrated a machine learning algorithm to map assignment descriptions to standards with scored confidence outputs, showing an average of 82% accuracy.

NAVSEA / FathomWorks — *Engineering Program Student*, September 2023 – December 2023

- Completed an 8-week government-sponsored defense engineering program with FathomWorks covering defense and military technologies, with lectures from government and industry engineers.

Recharte's Gold Coast Insurance — *IT & Office Support*, September 2021 – May 2023

- Provided in-house IT support for a 7-computer office, including hardware upgrades, Windows OS installations, and software configuration.

PROJECTS

BoulderBuddy | *TypeScript, React Native, Expo, Supabase, PostgreSQL, Flutter*, March 2026 – Present

- Built a cross-platform mobile app in TypeScript and React Native for climbers to log routes with gym, V-grade, notes, and photos, backed by Supabase auth and a relational PostgreSQL schema for gyms, routes, 3D hold placements, user profiles, and community grade voting.
- Built a nearby-gym finder that uses the phone's GPS and the Haversine formula to sort gyms by distance, with climbing-style tags (bouldering, top rope, lead) and one-tap directions in Apple or Google Maps.
- Rebuilt the entire app in Flutter (screens, login, navigation, theming) on the same Supabase backend and schema.

Building for Good Hackathon - Permit Paragons | *TypeScript, Python, Docker*, August 2026

- Placed 4th of 100+ participants on a team of 6, building a permit prediction algorithm to speed up low-income housing developers' timelines.
- Built the TypeScript front-end map visualization of 330,000+ individual parcels in San Diego County.

CWG Language Interpreter | *Python, GitPython, Git*, May 2026 – Present

- Designed a language where the git commit DAG is the source code: branches are control flow blocks, commits are Python statements, merges close scopes, tags define functions, and git revert handles exceptions.
- Built a tree-walking interpreter that scrapes the repo via GitPython, constructs an AST of if/while/for/fn nodes, and executes statements via Python's exec/eval.

SKILLS

- **Languages:** TypeScript, Python, JavaScript, SQL, C++
- **Frameworks & Libraries:** React, React Native, Flutter, Pandas, NumPy, scikit-learn
- **Databases:** Supabase (PostgreSQL)
- **Tools & Platforms:** Git, GitHub, Docker, Supabase, Expo, Hugging Face, Claude API
- **Concepts:** REST APIs, Relational Database & Schema Design, Data Parsing & Pipelines, Object-Oriented Programming, Data Structures & Algorithms, Machine Learning

EXTRACURRICULAR ACTIVITIES

ColorStack — *Executive Director*, July 2026 – Present

- Reestablishing campus's ColorStack chapter, assisted with and helped plan workshop events with 60+ attendees

Sigma Phi Delta — *Engineering Fraternity, Rush & Brotherhood chairs*, November 2025 – Present

- Ran a 3-week rush reaching ~500 students; planned brotherhood and social events with 100+ attendees.