

Jacob Epshteyn

jacob.epshteyn@gmail.com — 857-278-5494 — jeps.dev

Education

Massachusetts Institute of Technology (MIT)

S.B. in Electrical Engineering with Computing (Course 6-5); GPA: 4.5/5.0

Cambridge, MA

Expected May 2029

Selected Coursework: 6.1200 Mathematics for Computer Science, 18.06 Linear Algebra, 8.02 Physics II

Current: 6.1210 Introduction to Algorithms, 6.1903 Introduction to Low-level Programming in C and Assembly, 12.421[J] Remote Sensing: Physical Principles and Techniques, 12.001 Introduction to Geology

Spring 2027 (planned): 6.1910 Computation Structures, 6.2000 Electrical Circuits: Modeling and Design of Physical Systems, 6.3000 Signal Processing

Technical Projects

Auralis – Interactive Electronic Instrument

2023–2025

- Designed and built a hand-controlled electronic instrument using 12 VL53L0X time-of-flight sensors, Raspberry Pi controllers, and programmable WS2812B LEDs.
- CAD-modeled and fabricated a modular illuminated frame; iterated on sensor placement, wiring, enclosure design, and physical assembly.
- Programmed real-time note and chord triggering, instrument-file playback, and synchronized lighting behavior; achieved <50 ms latency and performed the completed instrument for my graduating class.

34-String Lever Harp

MIT Hobby Shop, 2025–2026

- Built and finished a five-foot, 34-string lever harp using woodworking, CNC machining, precision drilling, hardware installation, alignment, and final stringing.
- Resolved structural and fabrication challenges involving high string tension, soundbox assembly, component alignment, surface finishing, and iterative adjustment.

Roblox Development and Game Development Club

2017–2025

- Developed Roblox/Luau game systems, UI, and interactive features across projects reaching millions of total plays.
- Founded and led a high-school game development club; taught Roblox Studio, programming fundamentals, and collaborative development workflows.

Experience

Boston Urban Art Association

Boston, MA

Co-Creator, Writer, and Workshop Facilitator

Jun 2024–Aug 2025

- Co-created an independent blog documenting Boston street art; co-wrote 10,000+ words of visual analysis, local arts commentary, and research-based posts.
- Invited to Bay Cove Academy to lead a mini-mural workshop using 3D-printed building models and paint pens, translating urban-design research into a hands-on activity.

ATTECS, LLC

Boston, MA

Media, E-Learning & Graphic Design Intern

Jan 2023–Jan 2024

- Designed course templates, SVG certificate systems, graphics, and multimedia assets for university and nonprofit e-learning clients.
- Produced captions and edited instructional media, supporting accessibility and online course delivery.

Boston Bikes

Boston, MA

Youth Instructor

Jun 2024–Aug 2024

- Taught cycling safety and confidence to 25+ children ages 8–12; supervised group rides and supported program logistics.

Skills

Programming: Python, JavaScript, Lua/Luau, HTML/CSS

Embedded Systems: Raspberry Pi, Arduino, I²C sensors, WS2812B LEDs, soldering, electronics prototyping

Fabrication/CAD: Fusion 360, Onshape, CNC routing, 3D printing, laser cutting, woodworking

Design/Media: Adobe Creative Suite, Blender, Figma, technical writing, video/audio editing

Certifications: OSHA 10-Hour

Honors & Awards

- Winner, Desmos International Math Art Competition (2022)
- 1st Place, Northeastern University Calculus Field Day – Precalculus (2024)
- 1st Place, Web Design Competition – Academies by HSA at Harvard (2023)