

Paige Jacobsen

312-848-1447 | pjacobsen@uchicago.edu | www.linkedin.com/in/paigejacobsen | github.com/pjacobsen1

EDUCATION

The University of Chicago

Chicago, IL

Bachelor of Arts in Computer Science, Minor in Media Arts and Design

September 2023 – June 2027

- GPA: 3.81/4.00 (Grading scale: A = 4.0, A- = 3.7)
- Relevant Coursework: Engineering Interactive Devices, Software Development, Computer Security, Systems Programming, Robotics, Discrete Mathematics, Theory of Algorithms, Data Visualization

EXPERIENCE

Software Developer

June 2025 – Present

UChicago Computer Science Instructional Laboratory

Chicago, IL

- Developing a fully responsive frontend in TypeScript, Tailwind CSS, and Next.js for an AI-driven documentation tool, improving usability for 25 student developers.
- Collaborating with a 4-person team to integrate LLaMA models and Retrieval-Augmented Generation (RAG), enabling faster, context-aware content generation.

Teaching Assistant (Usable Security and Privacy)

March 2026 – Present

University of Chicago

Chicago, IL

- Holding office hours, answering student questions, and grading assignments, supporting understanding of core computer science concepts.
- Proctoring exams and mentoring students on capstone research projects, providing guidance on problem-solving and project development.

Software Engineering Intern

June 2024 – August 2024

CharacTour

Chicago, IL

- Built a Python tool using OpenAI Whisper to scrape and process TikTok data, streamlining collection of 1,000+ video transcripts and engagement metrics for growth analysis.
- Produced 5+ interactive quizzes and narrative-based features (“Choose Your Own Adventure” stories), increasing user enjoyment and platform engagement.

LEADERSHIP

Director of Housing

January 2026 – Present

Pi Beta Phi

Chicago, IL

- Communicating housing-related information and supporting members with off-campus living logistics.

Website Team Lead

March 2026 – Present

UChicago Computer Science Instructional Laboratory

Chicago, IL

- Leading a complete overhaul of the lab’s website, guiding a team of developers to redesign and rebuild the platform using TypeScript, Next.js, and Tailwind CSS.

PROJECTS

Dance Bots | *ROS2, Python, OpenCV, Machine Learning*

November 2025 – December 2025

- Developed a multi-agent ROS2 system using Q-learning where two robots performed interactive dance routines against each other based on environmental inputs.
- Integrated computer vision and a pretrained neural network to classify motion patterns and adapt behavior in real time, enabling dynamic coordination between robots.

Rabble | *Django, JavaScript, Python, HTML, CSS*

March 2025 – May 2025

- Built a full-stack social media application using Django and JavaScript, supporting user-generated posts and dynamic frontend updates.
- Implemented RESTful APIs and deployed on Google Cloud Platform with scalable SQL data storage.

TECHNICAL SKILLS

Languages: Java, Python, C, SQL, JavaScript, HTML

Frameworks & Platforms: Next.js, Vue.js, ROS2, OpenCV, Arduino, TinyML, Tailwind CSS

Technologies & Tools: Git, Google Cloud Platform, VS Code, Vim, Linux, Figma, Data Scraping