

Jacob Ableidinger

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SKILLS

Languages : Python (PyTorch, NumPy, Pandas), C
Tools : Docker, Azure Container Apps, CosmosDB, GitHub

HOBBIES

Making Things: Electric Bass, Guitar, & Viola. Trumpet. 3D printer (Voron V0.2). Computers. Custom keyboard (Lily58).

EXPERIENCE

CLDPartners: PSQuote May 2023 – Aug 2023
QA Testing & Internal Tooling (Remote) Vancouver, WA

- Along w/ QA duties, packaged test tracking app for another internal team to update their test tracking framework.

CLDPartners: PSQuote Jun 2022 – Aug 2022
QA Testing & Internal Tooling (Remote) Vancouver, WA

- Tested new features of the PSQuote app prior to production to ensure proper functionality for customers.
- Designed and implemented test tracking application on Salesforce to keep data on platform for improved dx and metrics.

PROJECTS

Koobster – *K3S, Helm, MetalLB* | Personal Project, Solo Oct 2025

- Configured a cluster of Raspberry Pis to learn the basics of Kubernetes networking.
- Setup MetalLB for load balancing allowing services to be accessible over IP from outside of the cluster.
- Configured PiHole for ad blocking and DNS along with External-Dns for automatic DNS record creation.

SCUBB – *Python, MuJoCo, PyRoKi, JAX* | Academic Project, Team of 4 Sep 2025 – Present

- Design and implementation of a control system for SO100ARM to play chess against itself in simulation.
- Working on motion planning using a combination of traditional IK & SmoVLA.

DogGame! – *Python, SQLite, Docker* | Academic Project, Team of 3 Sep 2024 – Apr 2025

- Created a single user desktop search engine to index local copies of web pages for offline retrieval.
- Used SQLite for metadata caching noticeably reducing query response time.
- Parallelization of document parsing and index construction resulting in massive speedup at initialization.
- Containerized application with Docker for machine-agnostic deployment.

Typeless Reptile – *Python, PyTorch, Docker* | Academic Project, Team of 2 Sep 2023 – Apr 2024

- Implemented several reinforcement learning methods to solve Tic-Tac-Toe, Blackjack, & Battleship.
- Implemented DeepMellow to reduce the memory footprint of DQN by roughly 50% during training.
- Used Docker to deploy training environments to remote machines freeing resources on dev machines.

EDUCATION

DigiPen Institute of Technology Aug 2022 – Apr 2026
Bachelor of Science in Computer Science in Machine Learning (Minor, Mathematics) Redmond, WA

- **Relevant Coursework**: Machine Learning, Databases, Data Structures, Algorithms, Cloud Systems