

# Bryce Jarboe

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Portfolio: <https://brycejjarboe.com/projects> | LinkedIn: <https://www.linkedin.com/in/bryce-jarboe/>

## **OBJECTIVE:**

Detail-oriented Computer Science graduate with a strong foundation in software development and distributed systems. Adept in programming languages such as Java, C++, and Python, and experienced in developing scalable solutions in agile environments. Passionate about leveraging innovative technology to address complex challenges and enhance customer experiences.

## **WORK EXPERIENCE:**

### **Python Automation Engineer: Freelance Contracts (Aug 2024 - Present)**

- Developed scalable automation tools using Python, enhancing operational efficiency and reducing costs.
- Created AI-driven applications to optimize workflows, demonstrating strong problem-solving skills.
- Collaborated with clients to deliver tailored solutions, exemplifying a customer-centric approach.

### **System Administrator (Internship): SDSU College of Sciences (Feb - May 2024):**

- Managed a multi-OS LAN environment leveraging Azure and VMware, contributing to improved system performance and resource management.
- Configured and maintained network services, ensuring high availability and security.
- Automated system operations through scripting, enhancing reliability and reducing manual intervention.

### **Shift Lead: T&M Dao Inc (Aug 2019 - Present):**

- Led a team to improve operational processes, fostering a collaborative environment focused on quality service.
- Implemented inventory management practices that enhanced efficiency and minimized waste.

### **Volunteer Work: Knights of Columbus (Official Admittance May 2024 - Present)**

- Engaged in community service, strengthening organizational and leadership skills through diverse volunteer activities.

## **EDUCATION:**

<b>Bachelor of Science, Computer Science</b>	<b>Graduated with Distinction</b>
<b>San Diego State University</b>	<b>May 2024</b>

**Relevant Coursework:** Systems Programming, Operating Systems, Data Structures & Algorithms, Machine Learning, Software Development, Performance Engineering

## **SKILLS:**

### **Technical Proficiencies:**

- *Programming Languages:* Java, C++, Python, C#
- *Web Technologies:* HTML5, CSS3, React, Node.js
- *Tools & Platforms:* Git, VMware, Azure, GCC/G++, Visual Studio IDE
- *Scripting:* Shell, Batch

### **Strengths:**

- Strong foundation in data structures, algorithms, and object-oriented design
- Proven ability to work in agile environments and handle ambiguous problems
- Clear communicator, skilled in collaborating with cross-disciplinary teams

## ***SELECTED PROJECTS:***

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### *Race Condition Delivery System: C/C++, PThread lib, Multithreaded Programming*

- Designed a highly efficient multithreaded program simulating a producer-consumer model. Implemented proper synchronization mechanisms, ensuring no race conditions or deadlocks.
- Utilized Posix Thread (pthread) library

### *Team Game Project: C#, Unity Engine, Interdisciplinary*

- Collaborated in a 5-person team for a 5-week game jam.
- Implemented game management systems, scripted gameplay coroutines, and optimized code performance.
- Strengthened team collaboration and code integration skills.
- Leveraged creativity and experience in multimedia production to accelerate development.

### *Automated Media Transfer and Export Pipeline: Python, CLI Tool, API interaction*

- Developed a Python script that scrapes, organizes, and distributes media content.
- Automated file naming convention and hashing based on meta data.
- Automated media uploaded to Discord servers through API interaction.
- Implemented robust error handling and logging.
- Developed to be cross-platform, functional for both Windows and Linux machines.

*References available upon request*