DAVID JUMPER

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Experience

Team fEMR   **August 2023 – June 2024**
Java Developer   *Remote*

- Engineered an offline dynamic translation system within a Java-based EMR application, enabling multilingual support for patient data and medical notes in remote clinics without internet access
- Refactored legacy Java code and redesigned MySQL database schema to support internationalization (i18n), improving maintainability and scalability across multiple language implementations
- Integrated a lightweight local HTTP server to interface with a Python-based translation script, optimizing translation speed and reducing latency by 80%
- Collaborated in a cross-functional Agile team, using Jira to manage sprints and handle client feedback, CI/CD workflows, and code reviews to deliver scalable, high-quality features

HTD Talent   **March 2024 – May 2024**
Java Student   *Remote*

- Completed a 10-week accelerated Java program, enhancing my understanding of the software development life cycle and staying up-to-date on current industry practices

Projects

Spotify Playlist Generator | *JavaScript, Express.js*   **March 2025**

- Developed an Express.js web application that automatically generates personalized Spotify playlists based on a user's most recently liked songs
- Integrated Spotify's Web API for secure user authentication (OAuth 2.0), data retrieval, and playlist creation
- Built a clean, responsive front-end interface using JavaScript and HTML/CSS, enabling users to easily log in, preview tracks, and create custom playlists

COVID-19 Tracker | *React, Chart.js, Axios, REST APIs*   **January 2023**

- Built a dynamic data visualization dashboard using React and Chart.js to track and display global and country-specific COVID-19 trends in real-time
- Integrated public health APIs using Axios to fetch and process live case data, ensuring accuracy of user-facing metrics
- Designed responsive UI components with modular architecture, enabling seamless data-driven updates

Rocket League Simulator | *C++, OpenGL*   **December 2023**

- Designed and implemented a functional 3D soccer-inspired video game featuring physics-based object interactions and dynamics, simulating core gameplay mechanics of Rocket League
- Built a custom physics engine with gravity, real-time collision detection, and realistic response modeling
- Implemented core 3D rendering techniques with OpenGL including texture mapping, dynamic lighting, and camera control to create an immersive gaming experience

Technical Skills

Languages: Java, JavaScript, C++, C#, C, Python, Ruby on Rails, SQL, Scala, HTML/CSS
Developer Tools: Visual Studio, Eclipse, IntelliJ, GitHub, Postman, MySQL, MongoDB, Jira
Technologies/Frameworks: Linux, JUnit, Node.js, Spring Boot, Express, React, Maven, .NET, Play
Methodologies: OOP, Agile, CI/CD, MVC, CRUD, REST API, TCP/IP

Education

California Polytechnic State University   **June 2024**
Bachelor of Science in Computer Science, Minor in Physics   *San Luis Obispo, CA*

- 3.83 GPA, 2x ASI Intramural Volleyball Champion

Relevant Coursework

- OOP
- Data Structures
- Algorithm Design
- Systems Programming
- Database Systems
- Theory of Computation
- Operating Systems
- Software Construction