

FARRON JONES

Software Engineer / Future
Technical Project Manager

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EDUCATION

Bachelor of Science
Computer Science

Saint Xavier University

📅 2021 - 2025

📍 Chicago, IL

🎓 GPA: 3.8

Awards

- Dean's List F2022, S2023, F2023, F2024
- 2x Certificate Of Recognition

SKILLS

Languages: English (Fluent);

Programming Languages &

Frameworks: Java (Expert), JavaScript (Advanced), HTML (Advanced), SQL (Advanced), Command Line (Advanced), Git (Advanced), Node.js (Intermediate), React.js/Next.js (Intermediate), Spring Framework (Advanced), Maven (Advanced), Firebase (Advanced);

Technologies & Tools: GitHub (Advanced), MS Excel (Intermediate), Tableau (Intermediate), phpMyAdmin (Intermediate), Postman (Intermediate), AI (Advanced), Linux (Intermediate);

Operating Systems: Windows, Linux, macOS; **Development Software:** Eclipse (Advanced), Visual Studio Code (Advanced); **Soft Skills:** Project Management, Leadership, Presentations, Problem-Solving, Customer Service, Communication, Time Management, Debugging, Training

CERTIFICATIONS

- Google Project Management: Professional Certificate (Expected[May][2025])

ACTIVITIES:

MEMBER | COUGAR
CODE | SAINT XAVIER
UNIVERSITY

- Cougar Code aims to close the gender gap in Computer Science while enhancing members' networking skills and opportunities through short-term collaborative projects. *Fall 2021 - Spring 2025*

CAREER OBJECTIVE

As a Computer Science graduate with a strong foundation in software engineering and hands-on experience as an intern at Reality AI, I am seeking an internship or entry-level role in software development or technical support to gain practical experience and make meaningful contributions. While passionate about backend Java development, I am open to various software development roles to broaden my expertise. My ultimate goal is to become a technical project manager, and I am committed to refining my technical skills, leadership abilities, and time management to excel in both technical and project management capacities.

WORK EXPERIENCE

Software Developer Internship

Reality AI

📅 Summer 2024 - Winter 2024 📍 Remote

- Implemented AI-driven solutions in a startup, achieving a 40% increase in user engagement and optimizing system efficiency.
- Developed and deployed optimized code, resulting in a 30% increase in software functionality and a 25% boost in user satisfaction.
- Collaborated with five departments to introduce product features, resulting in a 30% increase in user engagement within six months.
- Engineered and refined AI systems using Java, boosting decision-making speed by 40% and expanding analytical capabilities.
- Redesigned communication strategies, aligning development processes with customer needs, resulting in a 30% increase in customer satisfaction scores.

Software Developer Internship

Amazon & PayPal

📅 Summer 2022 - Winter 2022 📍 Remote

- Managed execution of challenging assessments at Amazon and PayPal, achieving a 95% success rate under tight deadlines.
- Developed and implemented innovative software solutions that reduced development time by 30% and increased code efficiency by 25%.
- Expedited project timelines by implementing agile workflows, cutting delivery time by 30% while exceeding client expectations.
- Contributed to a 20% reduction in bugs by collaborating on code reviews and improving software quality standards.
- Achieved selection by Amazon and PayPal for technical expertise, validating skills among 500+ candidates.

PROJECTS

GameMash

Project Manager

📅 Jan 2025 - May 2025

- Developed a full-stack game with a frontend website, backend game, and MySQL database— a 2D interactive platformer inspired by Fireboy and Watergirl—showcasing technical expertise and adaptability.
- Implemented key features and managed version control with Java, Git, VS Code, HTML, and JavaScript, resolving 15+ challenges, improving functionality by 25%, and boosting engagement by 40%.
- Revitalized coding workflows in Eclipse and VS Code, reducing errors by 25% and accelerating delivery by 30%. Led team alignment and project success as a project manager.

KaiChatV2

Developer

📅 June 2024 - August 2024

- Designed and built KaiChat, an AI-powered chatbot enhancing instructional practices, academic management, and course design, boosting user engagement by 25%.
- Delivered key features such as chat history, quick actions, suggested prompts, and a discovery library for custom prompts, boosting user functionality and increasing active usage by 30%.
- Drove seamless integration of front-end and back-end technologies, collaborating with cross-functional teams and utilizing JavaScript, HTML, Node.js, and Firebase to cut development time by 20%.
- Fuelled the development of an educator-centric product, boosting educational outcomes by 10% and enhancing teamwork skills.