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

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

iii Summer 2024 - Winter 2024

Remot

- Implemented Al-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 Al 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 & PavPal

iii 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

- iii 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

- iii June 2024 August 2024
 - Designed and built KaiChat, an Al-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%.
 - Fueld the development of an educator-centric product, boosting educational outcomes by 10% and enhancing teamwork skills.