Roger Jacobsen

Seattle, WA | 206-450-0054 | rgj123890@gmail.com | linkedin.com/in/rjacobsen6 | rogerjacobsen.com

Technical Skills:

- **Programming Languages:** C, Java, JavaScript, HTML, CSS, C#, SQL, Kotlin, Matlab
- **Libraries & Frameworks:** React.js, jQuery, Sass, Bootstrap
- **Electronic/Hardware Skills:** Soldering, Electronics Diagnosis, Device Repair
- **Tools/Misc:** Android, Unity, Git, Customer Support/Help Desk, Gimp, Inkscape, Illustrator, SVG, Laser Cutting/Engraving, GIS (Topography, Street Data), QGIS

Education:

Bachelor of Science in Computer Science; Minor in Mathematics

Western Washington University | GPA: 3.63   May, 2019 - June, 2022

Volunteer Experience:

Seattle Makers   Seattle, WA

Volunteer Makerspace Assistant   September, 2023 - Present

Experience:

CPR Cellphone Repair   Bellingham, WA

Repair Technician & Hiring Manager   October, 2020 - July, 2022

- Demonstrated exceptional adaptability by assuming full responsibility for store operations during a colleague's extended absence.
- Revived store post-pandemic through recruitment, mentoring, and training; empowering one of the new hires to eventually take over leadership upon my departure.
- Collaborated with a coworker to enhance skills like soldering, board diagnosis, and water damage repair, boosting efficiency by 30% and expanding personal expertise.
- Managed a diverse range of devices, expertly resolving complex technical issues through research, creative problem-solving, and trial and error solutions.

Projects:

Portfolio Site

- Utilized jQuery and CSS animations to custom design a carousel in place of page navigation that has a Bootstrap scrollspy incorporated alongside custom arrow buttons for complete control of the webpage.
- Published an interactive Sudoku game and solver using the Wave Function Collapse generation algorithm.

Racquetball Tournament Manager

- Worked diligently with 6 other students to construct an Android and Web based tournament management system in Kotlin/Java for Racquetball and Tennis to seamlessly connect players, referees, and the tournament manager using a RaspPi server.
- Tasked with the development of a 14" Android tablet application for providing an interface to the whole tournament, allowing for live updates to and from a dashboard and the RaspPi server targeting scores, scheduling, and court issues.

Operating System

- Constructed a text based emulated operating system with extensive use of multithreading technologies.
- Implemented virtual to physical memory addressing, directory navigation, file management, piping, etc.