Jason Lahoda

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Education

Temple University Philadelphia, PA
Bachelor of Science in Computer Science *2021 – 2025*

- Expected Graduation: May 2025
- Relevant Courses: Programming in Python, Program Design & Abstraction, Data Structures & Algorithms, Computer Systems & Low-Level Programming, Systems Programming & Operating Systems, Software Design, Modern Application Development using Cloud Native Technologies, Cloud Computing, User Experience Design
- Affiliations: Association for Computer Machinery (ACM) – Temple Data Science Community

Technical Experience

Software Developer Intern May 2024 – July 2024
AutoTargets *Warminster, PA*

- Built a robust full-stack website using HTML, CSS, MySQL and ExpressJS to store customer and product data that can be inputted by the customer and managed by AutoTargets employees
- Innovated a new website for exchanging data between AutoTargets employees and customers that is 150% more efficient than the previously manual procedure
- Leveraged online documentation and generative AI tools to assist with independent progress towards a finished product, while also seamlessly collaborating with AutoTargets employees on site, resulting in a successful conceptual understanding and completion of the program's specifications

Technical Projects

Motorkitties | *C#, Unity* February 2024

- Collaborated with a game artist to develop a cat-themed 3D cart racing game, utilizing Unity DevOps for version control, which doubled development speed and enhanced overall productivity
- Engineered many scripts such as a dynamic item box script using C#, allowing for the random selection and bestowal of various power-up items to players, resulting in more sophisticated player strategy
- Developed and optimized in-game physics systems to ensure smooth and realistic cart handling mechanics, enhancing overall game quality and functionality

Pay Station | *Java, Git, GitHub* September 2024

- Collaborated on a Pay Station simulation project using GitHub for version control, branch protection, and pull request management to enable seamless team collaboration
- Created a detailed design document and UML class diagram to effectively illustrate the Pay Station's architecture and system components to both technical and non-technical stakeholders
- Designed a main program to simulate the Pay Station operations including coin depositing, ticket purchasing, rate strategy adjustments, and customer/admin menu functionalities at runtime

Linux Command Implementations | *C, Linux, Git* October 2023

- Refined proficiency in system programming and file I/O operations through the creation of multiple custom implementations of Linux commands in C, including 'ps' and additional programs to parse the /proc filesystem for CPU and memory information
- Implemented error handling mechanisms for file operations and process existence verification, ensuring robustness and reliability throughout the programs
- Applied parsing techniques to retrieve memory-related metrics like free memory and memory buffers, contributing to a comprehensive understanding of system resource utilization

Cheating Hangman | *Java, Git* November 2022

- Developed an interactive hangman-style word guessing game in Java, leveraging advanced data structures like sets and maps, as well as file I/O techniques, to dynamically adjust word choices and drastically increase game difficulty
- Implemented logic for dynamically partitioning the word set into distinct families based on guessed letters, enabling intelligent word selection while maximizing player challenge and engagement

Technical Skills

Languages: Python, Java, C, C++, C#, JavaScript, HTML, CSS
Tools: Git/Github, Linux, MySQL, MongoDB, Unity, Axure, Figma, Google Cloud Platform, Docker
Libraries/Frameworks: NumPy, Apache Commons, Pandas, ExpressJS