

Jake Rowland

Software Developer

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Software developer with a cumulative 1 year of experience creating and implementing solutions for companies and myself. Worked in both iterative and agile/scrum development cycles on proprietary and franchise software. Team size was between 5-12 people.

Strengths in Project Design, Project Scoping, Project Management, Software Engineering, Software Development, Version Control Systems, C/C++, Java, Python, Kotlin, Unreal Engine 4, Windows, OSX, Linux.

Work Experience

Bottle Rocket

Software Developer

Aug 2018

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May 2018

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Aug 2017

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May 2017

Develop mobile and web solutions for a variety of different clients.

Worked in an agile development cycle performing api mapping, user interface design, testing, and maintenance for released software. Followed in house coding standards, improved New Hire Orientation information, investigated crashes related to open-source modules and lead updates for my development side during scrum meetings.

Achievements

SMU Guildhall's 28th Cohort

Fall 2019 I will be attending SMU Guildhall to complete my Masters in Interactive Technology.

Upsilon Pi Epsilon

Upsilon Pi Epsilon is a nationally recognized computer science honor society created at A&M. Membership requires members to remain in the top 35% for all college work and have completed at least 45 semester hours. I have been the treasurer for this organization for my junior and senior years.

Education

Southern Methodist University

BS In Computer Science &
Mathematics

Completed undergraduate classes in May 2019. Will be continuing on to a Masters in Interactive Technology at SMU Guildhall

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[LinkedIn](#) ♦ [Github](#)

www.linkedin.com/in/jakewrowland ♦ www.github.com/JRProd