Jarod Sjogren

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EDUCATION

The University of Georgia, Athens, GA
Bachelor of Science in Computer Science, Certificate in New Media, Expected Graduation May 2019
- Zell Miller Scholarship Recipient
- Current Overall GPA: 3.83/4.00
- Recipient of Deans List (Fall 2015, Spring 2017, Fall 2018)
- Recipient of Presidential Scholar (Spring 2016, Fall, 2017, Spring 2018)

DEVELOPMENT

Programming Languages: Java, C++, C#, Python, Swift, HTML, CSS, PHP, Javascript, and Bash
Game Engines: Unreal Engine 4, Unity 3D
Projects outside University:
- Working on personal game programming projects in Unreal Engine 4, familiarizing myself with their C++ API and their blueprints interface.
- Developed plugins for and participated in leadership for select Minecraft servers.
- Developed a Minecraft modified client for a customer to enhance their game experience
Projects within University:
- Developed a marker-based AR application called We Get ARound, which is available on the iOS App Store.
- Performed web administration and maintenance on the central New Media Institute website.
- Completed a directed study wherein I designed, developed, and refined a computer game using Unreal Engine 4.
- Dawg Drive-In Website (Used java servlets, HTML, CSS, JavaScript, and ran on Tomcat using agile methods)
- Athens Energy Visualizer (Used java servlets, PHP, HTML, CSS, JavaScript, and ran on Tomcat)
- Text Editor (C++ w/ NCurses Library)
- Unix Command Shell (C++ w/ NCurses Library, supported background processes and process management)

WORK EXPERIENCE

Data Analyst (Agile Product Owner) – Technical Architecture, State Farm, Atlanta, GA, May 20th, 2019 - Present
- Assumed the role of product owner and developer for my team's automated work intake process, located on AWS cloud services.
- Pioneered proof of concepts and designed patterns for the movement of structured and unstructured data between State Farm's on-premises data stores and their newly adopted AWS datahub.
- Spearheaded research and implementation of GitLab CI/CD pipeline integration in our AWS patterns/POCs.
- Advised State Farm's capability areas as they transitioned from on-premise servers for analytical data to AWS.

Gameplay Programmer, Project Tall Grass, May 16th, 2019 – Present
Open world monster battling RPG, loosely based on Pokémon, began development in May 2019.
- Developed prototype real-time combat system using Unreal Engine 4's blueprints and transitioned it to C++.
- Integrated UE4's Gameplay Ability System into the game and ensured its reusability for the rest of the team.
- Crafted flexible UI base for the team's artists within UMG and connected the UI to in-game events and values.
- Providing valuable input for the direction of the game and architecting the design for several in-game systems.
- Recently began utilizing source control in the form of a GitLab repository to maintain a central copy of the game.
- Attached the animations created by the art team to the appropriate in-game events and abilities.
- Attempting to integrate local online-multiplayer using Steam as the social platform for connecting players.

Enterprise Technology Intern, **State Farm**, Atlanta, GA, May 14th, 2018 - July 27th, 2018
- Assisted in support of State Farm's data science supercomputers, which were running RHEL.
- Created website to display information about the supercomputers, their stats, and their software.
- Developed scripts in Bash and Python to automatically gather data for my team to utilize in their daily routines.
- Worked with my team using agile methodologies to complete assigned tasks within company deadlines.

Computing and Digital Imaging Sales Consultant, **Best Buy**, Athens, GA, June 3rd, 2017 - October 30th, 2017

- Utilized innovative training tools to stay current, confident and complete, driving profitable growth and achieving individual and department goals.
- Accumulated and applied the appropriate knowledge and expertise through continuous learning and self-development, which enabled me to provide an excellent customer shopping experience.

CAMPUS & COMMUNITY INVOLVEMENT

Association for Computing Machinery (ACM), August 2017 – May 2019
- Active in multiple subsets focusing on app development, web development, and video game development.

Student Government Association - Freshman Programs (Freshman Forum), September 2015 – May 2016
- Dedicated 3 hours each week to serving the community and developing leadership skills.
- Built and fostered a community within SGA to ensure that the inspiration to give continues on.
- Participated in planning and execution of service events throughout the Fall and Spring semesters.