

# Jake Seawell

“Let me move the earth, while others rage.  
Just give me a place to stand.”  
- Archimedes (adapted)

## Software Developer

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### Professional Objective:

To create innovative, effective, and efficient technological solutions in the fields of computer science and software development.

### Personal Purpose:

Unparalleled dedication to innovation, excellence, and integrity in each endeavor and creation.

## Software/Technologies

- C/C++
- HTML/CSS/ Javascript
- UNIX
- Python
- Swift
- Dart/Flutter
- MariaDB/SQL
- Node.js
- Assembly (MASM)
- MATLAB
- UX/UI
- Agile
- CAD Experience
  - Autodesk Inventor
  - SolidWorks
  - Rhinoceros
- Adobe Suite
  - Photoshop
  - Lightroom
- Microsoft/Google Suites
  - Word/Docs
  - Excel/Sheets
  - Powerpoint/Slides

## Passion Project

- Football Play-Tracker App - In Progress
  - Designed app to help coaches track plays
  - Focussed on improving in-game play calling and post-game analysis
  - Built using Xcode, Swift, and IOS App Builder

## Education

- Oregon State University – BS in Computer Science
- Pacific University – MAT (Advanced Math & English Language Arts)
- Oregon State University – BS in Psychology of Creative Writing
- University of Colorado at Boulder – 51 credits in Aerospace Engineering

## Work Experience

- Teaching Assistant – Oregon State University
  - Conducted office hours, online support, & grading to students in CS-344 (Operating Systems)
  - Currently Employed
- Substitute Teacher – ESS
  - Taught a variety of subjects in Elementary, Middle, & High Schools
  - Currently Employed
- High School Teacher/Coach - Evergreen School District
  - Taught Advanced Math, Honors English, Creative Writing, & Mythology
  - Coached Freshman, JV, and Varsity Football & Baseball
- Other jobs available upon request

## My Programs

- Fugitive Game
- Photography Website
- Bookstore site w/ database backend
- Hashmap Spellchecker

Check them out and more in my portfolio:

[JSeawell.github.io](https://jseawell.github.io)

## CS Courses

- Computer Science I, II
- Software Engineering I, II
- Discrete Mathematics
- Mobile Software Development
- Usability Engineering
- Analysis of Algorithms
- Computer Networks
- Computer Architecture & Assembly Language
- Computer Databases
- Operating Systems
- Computer Data Structures
- Web Development

## Core Values

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- Education, curiosity, & life-long learning are important to me. I have completed two degrees, with a 3rd near completion, always aiming to further my knowledge & experience in divergent areas of interest to me. I've also used this experience to develop teaching & coaching careers, with the hope of sharing my experiences.
- I love to travel, & explore, & absorb. As a hobby, I've developed a love of landscape & drone photography, & my bucket-list of new destinations is ever growing. I think of new experiences, new people, new cultures, as the truest way to expand one's way of thinking, & one's understanding of our massive world.
- As a child, my free time was spent with Lego bricks in my hands, & stories in my head. Even today, I've maintained a love of design & creation. I love to build, & fix, & tinker, & innovate. It's problem solving, but it's all play to me.
- I am extremely passionate about sports. I thrive on the competition. But more than that, I admire the values required of athletes: work ethic, focus, communication, teamwork, leadership, fellowship. I currently play on an Olympic handball team, I coach, & I umpire baseball. I hope to keep sports in my life until the day I die.

## Volunteer Experience

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- Math and AVID Tutor – AmeriCorps (Partnership for Student Achievement)
  - Tutored full-time in Math & AVID classrooms
  - Captained daily, after-school homework support
  - Developed/held community volunteer projects
  - Improved student exam scores by 10-15% (on average)

## References

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- References available upon request