

# Jack Underhill

Full-Stack Software Developer | Computer Science Student

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*Mill Creek, WA*

Computer Science student at WSU with strong experience in full-stack development, algorithms, and modular software design. Skilled in C++, Java, JavaScript, and SQL, with hands-on practice building interactive applications, scalable web platforms, and collaborative team projects. Passionate about problem-solving and delivering efficient technical solutions.

## Education

### Washington State University

Aug 2024 - May 2026

**Bachelor of Science** Computer Science

Minor: Mathematics

GPA: 3.28

### Edmonds College

Sep 2021 - Jun 2022

**Certificate** C/C++ Development

GPA: 4.0

## Projects

### Pathfinding & Maze Visualizer Web App

Jun 2025 - Aug 2025

- Built an interactive visualizer for algorithms including BFS, DFS, and A\*.
- Designed custom maze generators and dynamic path recalculation with draggable nodes.
- Integrated Supabase + Upstash backend to track run analytics and visualize performance with Recharts.

### Capstone Project (WSU DAS | Software Developer Intern)

Aug 2025 - Present

- Modularizing a large-scale agricultural web platform by transitioning legacy PHP/Laravel code to React + Inertia + Vite.
- Implementing API integration and accessibility standards to expand system reach across thousands of weather stations.

## Core Skills

**Languages:** C++, C#, Java, JavaScript, HTML, CSS, SQL, MySQL, SQLite

**Frameworks:** React, Node.js, Express.js, TailwindCSS, Vite, Unity

**Tools:** VS Code, Visual Studio, DevTools, Git/Github

**Concepts:** Algorithms, Data Structures, OOP, Modular Design, Graph Theory, Statistics, Linear Algebra