Jack Dixon III

Professional Summary

Software Engineer with 2.5 years of experience collaborating remotely with Agile teams. Built upon both front-end and back-end codebases. Skilled in technical support, professional communication, and resolving complex issues. Adaptable, quick to learn new systems, and eager to advancing my skillset.

Accomplishments

- Contributed to Java and Typescript/React codebases by quickly learning system architecture to develop platform features.
- Resolved numerous technical support tickets by addressing critical bugs and fraudulent transaction cases.

Work History

Funraise Inc. - **Jr. Software Engineer**
Costa Mesa, CA
06/2021 - 10/2023

- Collaborated remotely with Agile teams to develop and maintain features for a non-profit fundraising and donor management platform.
- Developed features for the platform, building full-stack experience including Java API, React UI, and Postgres database changes.
- Contributed to code reviews, code refactoring, feature testing, and technical documentation.
- Resolved software defects through investigating interaction sequences, testing on different devices, analyzing transactions, and modifying code.
- Delivered technical support for our platform, integrations with key software/platforms (e.g. Salesforce Facebook, MailChimp), and embedded web forms with professional communication.
- Mitigated the impact of fraudulent transactions by providing technical support to affected clients, analyzing suspicious activity, generating reports, and remediating database records.
- Facilitated PCI-compliant data migrations.

McSalty's Pizza Cafe - **Digital Designer**
Springfield, MO
12/2023 - Current

- Developed and managed company website.
- Crafted advertising materials, menus, and other works.

Organizations

- **ACM Game Developer Team** - Designed games (e.g. Newtonian, StarDash, NecroWar, Coreminer) with TypeScript for AI coding competitions.
- **Glendale Robotics Club** - Lead programmer in high school FTC robotics competition team using Java and ROBOTC.

References

References available upon request.

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Skills

- Java API Development
- Python
- Web Development
- TypeScript and JavaScript
- React
- C++
- Agile methodologies
- Technical documentation
- HTML/CSS
- SQL
- Jira
- Git and BitBucket
- Docker
- Linux command line
- Daily Linux usage

Education

12/2020
Missouri University of Science and Technology
Rolla, MO
Bachelor of Science: Computer Science

- Studied a comprehensive curriculum including programming languages, compiler design, database systems, algorithms, data structures, object-oriented design, and operating systems.
- Enhanced skills with courses in theoretical computer science, computer security, and game theory.
- Collaborated with teams on multiple software projects.
- Dean's List 2019

Volunteer Work

- **FIRST FTC** - Recorded scores and assisted at high school robotics competitions.
- **SummerQuest** - Assistant taught the basics of robotics to fifth graders.