

# JACK WILKIN

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<https://github.com/JackWilkin>

186 Boylston St #2, Boston, MA 02130

## EXPERIENCE

### INSIGHTSQUARED

Boston, MA

01/19 - 06/20

SOFTWARE ENGINEER

- Worked with a small agile team to create a restful API in Python and JS, developed with AWS and OAuth.
- Built and architected a standalone application in React 16 from scratch that interfaced with legacy code, including designing CI/CD structure and UI component library.
- Wrote section of the customer data analytics pipeline that continuously syncs data from an external restful api source.

### BLUEPORT COMMERCE

Boston, MA

01/18 - 07/18

SOFTWARE DEVELOPMENT CO-OP

- Styled and hooked up the UI for a "change of delivery details" form that includes, confirmation, loading, error messaging, date selection, and accessibility, using C#/JS.
- Partnered with mentor to produce a JS script that hosts single page apps which can be wire-framed and maintained independently by customers.
- Resolved time-critical bugs and implemented new features for e-commerce checkout protecting secure customer data.

### CHARLES RIVER DEVELOPMENT

Burlington, MA

01/17 - 07/17

SOFTWARE ENGINEER CO-OP

- Developed an automated test framework in .NET to expedite manual testing for scrum team.
- Enacted minor enhancements in C# for the client like UI redesigns and updated features.
- Fixed bugs in Java for backend code that produced performance vs. time analysis for client forms.

### NEW JERSEY BOARD OF ELECTIONS 03/13 - 03/16

Mercer County, NJ

STUDENT BOARD WORKER

- Administered election ballots and coordinated voters.
- Familiarized new staff with procedures and oversaw set up.

### ARTS COUNCIL OF PRINCETON

Princeton, NJ

09/12 - 10/13

TEACHING ASSISTANT

- Developed and taught weekly art history lessons and practical applications for 15 students aged 8 - 11.

**NORTHEASTERN UNIVERSITY**, Boston, MA

Khoury College of Computer Sciences and

College of Arts, Media, and Design

Bachelor of Science in Computer Science and

Digital Art, 2020

GPA: 3.9/ 4.0, Dean's List, Merserve Award

## LANGUAGES:

Javascript

C#

Python

Java

CSS

HTML

NoSQL

SQL

## FRAMEWORKS & SERVICES:

React 16

Node.js

CI/CD

Mocks

AWS

Heroku

## SOFTWARE

Visual Studio

Anaconda

Jupyter Notebook

MySQL

OpenGL

Unity

IntelliJ

Eclipse

Adobe Suite

## SYSTEMS:

Mac-OS X

Windows

## PROJECTS

### Ray-Tracer

Renders a scene of 3 dimensional objects. Scenes account for positioning, scale, lighting, texture, and reflections

- Implements light physics calculations in Java to render realistic 3D objects factoring in thier material, position, and scale
- Program reads an .xml tree and renders that scene from a given view point

### [www.ourrecipes.me](http://www.ourrecipes.me)

Online family cook book. Recipes can scale, with temperature/unit conversions

- Previously hosted on Microsoft IIS, now hosted on Heroku.
- Organized with Bitbucket/Git/Jira, domain and SSL through GoDaddy
- Developed using React 16, Webpack, Material UI, RestDB.io for the backend.