Jackson Wambolt

Relocating to San Francisco, CA

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WORK EXPERIENCE

Epic Systems (healthcare software)   **Madison, WI**

Software Developer   Aug 2023 – Present

- Volunteered to design and develop a robust [user personalization framework](#) in TypeScript and C# for high-priority project on a time crunch; increased user efficiency by 10%
- Rebuilt legacy patient data visualization with React and worked across teams to integrate with database of 300M patients (Cosmos) for benchmarking
- Shadowed users onsite 5 days/year to identify user pain points, gather candid feedback about our software and long-term company vision
- Consistently exceeded expectations for developer of my tenure
- Presented upcoming projects and gathered user feedback several times at webinars of 40+ customers
- Built CLI tools in Rust to speed up common developer workflows and integrate Git with our in-house project management and issue tracking software
- Coordinated across teams to ensure deadlines were met and conducted FMEA (failure mode and effects analysis) meeting to eliminate potential issues before release
- Currently leading a project to redesign the rooming workflow used by 1.5M users across 500+ customers, making the rooming process simpler and faster to complete

Epic Systems (healthcare software)   **Madison, WI**

Software Developer Intern   May 2022 – Aug 2022

- Enhanced existing user interface to support over-time data
- Worked with clinicians and allergists to refine prototypes and explore the problem space
- Presented end product to audience of 80+ interns and full-time developers, and demoed the project

EDUCATION

University of Wisconsin - Madison   **Madison, WI**

Bachelor of Science   Sep 2020 - May 2023

Major in Computer Science; Minors in Mathematics

Cumulative GPA: 3.8/4.0; Dean's List

Relevant Coursework: Operating Systems, Computer Networking, Algorithms, Compilers

PROJECTS

Modular Note-taking App (Rust, Zig)   **[GitHub](#)**

- Created a modular and extensible note-taking app with segmentable data as a primary goal
- Used embedded wasmtime and WASM components for both core functionality and user plugins
- Designed a common document structure compatible with Markdown, Neorg, and MediaWiki

Functional Programming Language (Rust)   **[GitHub](#)**

- Designed a functional programming language with algebraic effects to make the handling of side effects explicit and ergonomic
- Developed a compiler to parse the language and translate to LLVM bitcode for optimized machine code
- Inspired by Roc and Haskell; aimed to give developers fine-grained control over the behavior of their software

Terminal File Editor (Zig)   **[GitHub](#)**

- Used custom-built terminfo library to load and parse system terminfo files for a terminal-agnostic file editor
- Built a compositing layer to serve as an abstraction over low-level rendering and event loop logic, along with common UI primitives (window, text, etc.)

Typing Test (TypeScript, React, Electron)   **[GitHub](#)**

- Created a MonkeyType-esque typing test app with TypeScript and React
- Packaged with Electron to make the app available on Windows, Linux, and MacOS

ADDITIONAL

Languages: TypeScript, C#, Rust, Zig, C, Java, Nix, SQL

Technologies: .NET, React, Git, Nix, Linux, PostgreSQL, MySQL, Docker