

Jackson Williams

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SUMMARY

Motivated Computer Information Systems graduate skilled in programming, system development, and database management. Experienced in deploying software solutions using Agile methodologies, DevOps tools, and cloud platforms to enhance capabilities

SKILLS

Programming Languages: Java, C++, C#, Python, JavaScript, COBOL, SQL, R

Frameworks: React.js, ASP.NET, Entity Framework Core

Databases: MySQL and PostgreSQL

Tools and Platforms: Git, Docker, Azure

Markup and Styling Languages: HTML, CSS

UI/UX Design: Wireframing, prototyping tools (Figma)

EDUCATION

Bachelors of Science in Computer Information Systems

Minor in Business Information Management • University of South Carolina • Columbia, South Carolina • 2024 • 3.32

PROJECTS

Japanese Learning App

[github.com/Jackson-Williams-15/JapaneseLearningApp](#) • September 2024 – Present

- Developing a fullstack web application providing an accessible, user-friendly platform for learning and practicing Japanese.
- Integrated external RESTful APIs for real-time dictionary functionality and sentence practice, allowing users to search and retrieve over 1,000+ word definitions and example sentences.
- Optimized database performance using Entity Framework Core, reducing query response time by 40%.

Capstone Computing Project – Forces Unite

University of South Carolina • [github.com/Jackson-Williams-15/ForcesUnite](#) • August 2023 – April 2024

- Utilized PostgreSQL, ASP.NET, and React.js to design and develop a full-stack web application to help gamers connect and find teammates for their favorite games.
- Optimized frontend performance by reducing load times by 50% through code splitting and efficient asset management.
- Performed detailed Agile-based code reviews for a team of 5 developers, leading to a 30% reduction in bugs and improving overall code quality as measured by a 20% decrease in post-release defects.

BasketBall Team Roster

[github.com/Jackson-Williams-15/Basketball-Team-Roster](#) • August 2022 – December 2022

- Developed a robust COBOL program that handled the management of 100+ player statistics, reducing manual reporting time.
- Designed efficient working-storage structures using COBOL table redefinitions to manage hundreds of data points, ensuring reliable storage and data retrieval.
- Enabled quick report generation, reducing report compilation time to under 10 seconds.

COURSEWORK

Software Engineering

University of South Carolina • 2022 • Teamwork

- Developed scalable Java-based application, adhering to Agile principles.

Windows Programming

University of South Carolina • 2024 • Teamwork

- Built RESTful APIs for efficient data exchange between software components, building scalable systems for enterprise-grade solutions.

Data Structures and Algorithms

University of South Carolina • 2023 • Critical Thinking

- Learned complex data structures and algorithms like HashMaps, Binary Search Trees, Heaps, Breadth-first search, and sorting algorithms.

Database System Design

University of South Carolina • 2024

- Developed SQL databases, designing relational tables and wrote queries to manipulate and extract data, ensuring data integrity and performance.

EXPERIENCE

Instructor

Craft Axe Throwing

March 2021 – Present, Columbia, SC

- Instruct diverse groups of 20+ individuals on the proper technique of axe throwing.
- Oversee safety protocols to ensure customer safety.
- Acted as a judge for the World Axe Throwing League.