JACKSON HOGGARD

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TECHNICAL SKILLS

Languages | Java, Python, C/C++, SQL, JavaScript, HTML/CSS
Frameworks | React, NodeJS, Express, JUnit
Developer Tools | Git, TravisCI, VS Code, Visual Studio, PyCharm, CLion, IntelliJ, Eclipse, Vim
Libraries | Pillow, NumPy, LWJGL, OpenGL
Professional | Communication, Technical Writing, Teamwork, Time Management, Problem Solving, Growth Learning Mindset

EXPERIENCE

Game Developer | NightmareCraft | Divine Gaming Inc.   **June 2022 - Apr 2023**
Comprehensive video game that implements features and systems through the form of a Minecraft addon   Java | IntelliJ | Git

- Collaborated as a team member in the development of a comprehensive video game within the Minecraft environment
- Developed and designed game features and communicated with supervisors to ensure that the project goals and requirements were met
- Collaborated with colleagues on the constant improvement of the game development process and maximize efficiency
- Participated in regular team meetings to discuss progress, plan development sprints, and address design considerations
- Supported user communities by providing technical assistance and addressing user-related issues and feedback

PROJECTS

Back-End Software Engineer | DreamBoard | ACM Projects   **Sep 2021 - Dec 2021**
Web application that finds furniture based on a given bedroom color palette   JavaScript | Node.js | React | Express | MongoDB | Git

- Built web scraping tools on five unique furniture sites using Node.js and Puppeteer to produce a database of various products to be displayed to users
- Implemented robust color matching algorithms to filter a large database of furniture items
- Facilitated weekly discussions with back-end team to assess project expectations and constructed database schemas
- Collaborated with front-end team to align project objectives
- Directed database design and implementation of request methods to allow for seamless integration with the frontend

Voodoo 2D
Lightweight Java library for building complex cross-platform 2D games   Java | Maven | OpenGL | LWJGL | Travis CI | Git

- Architected a Java library to supply game developers with a tool to construct 2-dimensional cross-platform games that employ OpenGL technology
- Leveraged Metrics Reloaded IntelliJ plugin to identify performance bottlenecks and implemented batched rendering process to improve program efficiency during runtime
- Managed assignments and monitored open-source contributions to ensure fulfillment of project goals

Multithreaded C Database Server
A custom multithreaded database server in C to manage data storage and retrieval   C | Vim | Git

- Implemented a client-server architecture allowing communication between the client and server components
- Designed and implemented robust message-passing protocols for transmitting data between the client and server processes
- Utilized socket programming techniques to establish and maintain connections between the client and server
- Applied multithreading to the server process to allow for the handling of multiple client connections simultaneously

EDUCATION

University of Texas at Dallas - Bachelor of Science in Computer Science   **May 2025**
McNeil High School - High School Diploma   **May 2021**