**Jackson M. Kirchner**

Minneapolis, MN ● jackmkirchner@gmail.com ● (952) 594-4556 ● <https://www.linkedin.com/in/jackson-kirchner/>

<https://github.com/JacksonK01>

**EDUCATION:**

Bachelor of Science; Computer Science Expected Graduation: December 2026

University of Minnesota, Twin Cities Cumulative GPA: 3.80

Minneapolis, MN

**PROGRAMMING AND TECHNICAL SKILLS:**

**Languages:** C++, C#, Python, Java, HTML, CSS, JavaScript

**Tools/Frameworks:** Git, Node.js, SQL, PostgreSQL**,** Java Swing, JDBC API

**Concepts:** Graphics/UI, Server Networking, Full-stack Development, Red Hat Linux

**COMPUTER SCIENCE-RELATED EXPERIENCE:**

Programming Teacher Internship June - August 2024

Plymouth, Minnesota

* Independently led programming classes, fostering leadership and communication skills.
* Developed and delivered curriculum, enhancing students' understanding of programming concepts.
* Utilized strong problem-solving skills to address and resolve technical and logistical challenges in real-time.

Teaching Assistant, Computer Science Department January - May 2024

Saint John’s University, Collegeville, MN

* Utilized interpersonal skills to teach introductory concepts to 25 students in partnership with 10 faculty.
* Assist introductory students with problem-solving tasks related to class projects with Python.

**COMPUTER SCIENCE PROJECTS:**

Portfolio Website ([jacksonkirchner.com](https://jacksonk01.github.io/jacksonk/))

* Designed and developed a personal portfolio website to showcase projects and games.
* Built using HTML, CSS, and JavaScript, emphasizing responsive design and interactive elements.
* Demonstrated front-end development skills including UI/UX design, game integration, and client-side scripting.

Pokédex Web App

* Developed a responsive web application that fetches and displays live Pokémon data from the PokéAPI using asynchronous JavaScript.
* Utilized RESTful API calls to retrieve and display dynamic content including images and types with client-side rendering.
* Accessible on Portfolio Website

Jeopardy Game

* Designed and programmed a visually appealing Jeopardy software interface using Java Swing Frameworks.
* Engineered frontend design for strong user experience as well as backend to store data.
* Integrated file handling mechanisms (JSON objects) to import external data seamlessly into the software.

Punch-Out!! NES Remake (Java)

* Coordinated tasks in a team environment using Git for version control and project management, improving collaboration and code integration workflows.
* Applied object-oriented programming principles to build modular game systems for input handling, animation, and game state control.

**ADDITIONAL EXPERIENCE:**

Meat Clerk

Fresh Thyme, St. Louis Park, MN January 2025 - Present

* Collaborate effectively with department staff to ensure efficient operations.
* Build strong communication and customer service skills through daily interactions with customers.