**Jackson M. Kirchner**

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<https://github.com/JacksonK01>

**EDUCATION:**

Bachelor of Science; Computer Science Expected Graduation: May 2027

University of Minnesota, Twin Cities

Minneapolis, MN

**PROGRAMMING AND TECHNICAL SKILLS:**

C++, C#, Python, Java, HTML, JavaScript, CSS, Graphics and Interfaces, Server Networking, Git, Frontend, Backend, Full-stack, Node.js and Redhat 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)

* 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.

Text File Encoder/Decoder

* Designed and implemented a system to compress and encode text files into binary format, with functionality for decoding back to the original text.
* Leveraged tree data structures for efficient encoding and decoding processes.

Jeopardy Game

* Designed and programmed a visually appealing Jeopardy software interface using Java 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.
* Leveraged skills to practice full-stack development.

Online Game Modification Development

* Developed a complex online game modification using Java, adding new features and functionalities.
* Run and manage associated servers providing technical support, moderation, and maintenance backend and frontend

**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.