# Jackson Rhea

#### LinkedIn • GitHub • Website

#### **EDUCATION**

**B.S., Computer Science**; Game Development Certificate (Summa Cum Laude)

May 2024 3.87 GPA

Arizona State University, Tempe, AZ

Ira A. Fulton Schools of Engineering

Awards: Provost Scholarship from ASU, Dean's List (All semesters)

#### **TECHNICAL SKILLS**

Languages: C#, JavaScript/TypeScript, Python, Swift, Java, C++, HTML/CSS, SQL

Frameworks/Libraries: ASP.Net, NodeJS, React, Unity, Unreal

Databases: SQL, Firebase, PostgreSQL

Tools: GitHub, Azure, Visual Studio, Docker, SQL Management Studio

#### **WORK EXPERIENCE**

# Software Developer | Sandhills Global (GoCurrency)

June 2023 - Present

- Architected a GAP and Warranty service supporting **300+** products, enabling applicants to add coverage to equipment purchases, and generating **six figures** of business value
- Integrated Equifax API to implement **Anti-Money Laundering (AML)** and **Know Your Customer (KYC)** support as part of an ongoing project aiming to reduce fraud by detecting high-risk applicants.
- Played a pivotal role in migrating 100K+ legacy applications to a new platform version, contributing to improved performance and system modernization.
- **Developed** a notes system enabling admins and managers to create, edit, and store application-related notes for streamlined internal communication.
- Built functionality leveraging the Department of Transportation's SAFER Report API, allowing users to quickly retrieve motor carrier safety data.
- Followed Scrum methodology to achieve the timely delivery of software solutions

#### **ACADEMIC PROJECTS**

## **Elden Ring Boss Checklist React App**

June 2024

React Native App, utilizing Expo Go for simulation and Apple for hosting

- Designed and developed a full-featured React Native app to track every boss in Elden Ring, providing detailed descriptions and map locations for all 207 bosses
- Manually collected and structured data due to the lack of accurate public APIs, demonstrating problem-solving and data organizational skills
- Implemented dynamic filtering and completion tracking logic, ensuring bosses marked as complete move to the bottom of the list, and location-based filtering provides an efficient user experience
- Utilized Expo Go for simulation and testing, ensuring seamless deployment and beta testing via Apple's
  Developer Program

### **Mobile Pantry Application Capstone Project**

Spring 2024

Developing a mobile pantry management app in a team of three using **TypeScript** and **Docker** for containerization

- Engineered API calls between the front and back end, facilitating efficient and real-time updates for user interactions, such as household management, user interactions, and profile updates.
- Resolved API synchronization issues, ensuring seamless communication between the front-end and back-end services
- Designed and implemented interactive UI components, including a dynamic filtering system for user management

#### **Social Media Photo Sharing App**

Spring 2023

Created a web application that allowed users to share photos, comment, like, and search (JS, HTML/CSS, React.js, SQL)

- Engineered a dynamic comment system using the PERN stack, enabling seamless user interactions
- Using a SQL query, created a function to find friend recommendations based on who the main user followed and who the main user's followers followed
- Designed an interactive UI displaying structured comments, friend recommendations, and real-time interactions
- Tested and debugged the comment and mutuals system to ensure its reliability and functionality

### **Workout Generator IOS Application**

Fall 2023

Developed a **Swift-based** IOS application utilizing Firebase for seamless user authentication and data storage (Swift, Firebase)

- Developed a Firebase-authenticated login system, enabling secure profile management for users
- Integrated third-party **RESTful APIs** to generate personalized workout routines based on user preferences
- Utilized Firebase storage to handle user images, allowing for personalized user profiles alongside profile editing