

Jacob Arthurs

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Profile

Hardworking individual with experience in web development and a proven ability to design, implement, test, and debug web systems. A creative thinker, adept in the software development life cycle. Seeking employment as a software engineer or web developer in any remote location. Expected to graduate in May 2022, but available for full-time employment immediately.

Education

Oklahoma State University | Stillwater, Oklahoma

Bachelor of Science in Computer Science

August 2018 – Present

Expected Graduation, May 2022

Skills

Languages & Software: JavaScript, jQuery, C#, React.js, Node.js, TypeScript, HTML, CSS, Bootstrap, SQL, Java, Swift, Kotlin

Tools: GitHub, Visual Studio, Unity, XCode, Android Studio

Process: Agile, Scrum

Experience

Tinker Air Force Base | Oklahoma City, Oklahoma

January 2022 – Present

Full-Stack Web Developer Part-time

- Planned, developed, tested, deployed, and maintained ASP.NET MVC web applications.
- Implemented bug fixes and features from end-user requests. Consisting of database updates, SQL query overhauls using the entity framework, and formatting issues.
- Gained technical experience in jQuery, JavaScript, C#, Entity Framework, SQL, HTML, CSS, and Git.

Oklahoma Local Technical Assistance Program | Stillwater, Oklahoma

August 2020 – Present

Front-End Student Web Developer

- Implemented a consistent look and visual theme across the website by promoting uniform formatting, images, and layout.
- Worked with the program manager to meet project deadlines.
- Gained technical experience in HTML, CSS, and JavaScript.

Tinker Air Force Base | Oklahoma City, Oklahoma

May 2021 – August 2021

Full-Stack Web Developer Intern

- Planned, developed, tested, deployed, and maintained ASP.NET MVC web applications.
- Implemented a feedback tracker to analyze all suggested features and reported issues from end-users, and aggregated multiple SQL databases into one updated database.
- Gained technical experience in jQuery, JavaScript, C#, Entity Framework, SQL, HTML, CSS, and Git.

Tinker Air Force Base | Oklahoma City, Oklahoma

May 2020 – August 2020

Software Engineer Intern

- Worked independently and on a team in a scrum environment to solve multiple software problems.
- Designed, produced, debugged, and unit tested code in a multitude of different languages.
- Gained technical experience in Java, C#, Unity, and Git.

Projects

[Grapevine Automotive Services Mobile Application](#)

Spring Semester 2021

- Collaborated with a team to create a mobile application for IOS to showcase the Grapevine Automotive Services business information, prices, and scheduling.
- Implemented profiles where customers can input the make and model of their car to be entered when scheduling repairs and maintenance.
- Gained technical experience in Swift, and XCode.

Relevant Coursework

Mobile Applications Development: Surveyed various platforms and approaches used for mobile apps, and Learned tools and techniques to develop mobile apps. Worked with Swift within XCode, and Kotlin within Android Studio.

Software Engineering: Surveyed a multitude of fundamental characteristics of the software life cycle. Learned tools, techniques, and management controls for the development and maintenance of large software systems.