

Jacob Shaeffer

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JacobShaeffer.com

602-881-6698

Education:

Bachelor of Science in Computer Science, Arizona State University

May 2017

Employment:

Maricopa Association of Governments, Phoenix, AZ

01/15 - Present

Software Development\GIS Intern

- Managing and developing a cross platform phone app involving geolocation, and backend data storage and processing.
- Developing software for in-house needs including data processing scripts and software add-ins.
- Ensuring data validity and accuracy in GIS software including ArcMap and TransCAD.

Engineering Mapping Solutions, Phoenix, AZ

05/13 - 08/13

Data Analysis Technician

- Performed asset tracking and data entry for clients in the private sector as well as government agencies.

Projects:

Fast Tunnel 1.0.0.1

01/15 – 6/17

- Fast Tunnel is an arcade game for Android phones and Tablets where the player pilots a space ship through a tunnel avoiding the walls. The game is based on a game, of the same name, made for the TI-83 Graphing Calculator. Fast Tunnel can be found on the Google Play Store here:
<https://play.google.com/store/apps/details?id=com.shaeffer.jacob&hl=en>.

HotDog 0.5.0

11/17 – Present

- Hotdog is a web-based 3D Connect-4 style game. It uses WebGL to do all of the rendering and Node.js and Socket.IO to handle the server communication for the online multiplayer. The latest stable public release can be seen on my website at <https://jacobshaeffer.com/hotdog/>.

NetworkClock 2.2.1.3

02/15 – 01/17

- NetworkClock is a Microsoft Outlook add-in designed for the Maricopa Association of Governments (MAG). The add-in allows users to clock in and out from a central sever directly from Microsoft Outlook with the click of a button. It was built in Microsoft Visual Studio 2015 using the C# Outlook Plugin Framework and a Microsoft Access database for backend storage.

Travel Activity Collection App 0.8.4

02/17 - Present

- The Travel Activity Collection App (TACA) is an iOS and Android app designed for MAG to assist with MAG's Household Travel Survey. This app tracks the location of the user and generates "Activities" based on a greedy clustering algorithm to determine when/where/how the user travels throughout the day. The app is built in JavaScript using React-Native as a framework.

Programming Experience:

- Proficient in Java with experience writing 2D games, user interfaces and Android applications.
- Proficient in C# with experience writing Microsoft Office Suite add-ins for data processing and visualization.
- Proficient with HTML, CSS, and JavaScript for web applications.
- Knowledge of C and C++ with experience writing terminal-based applications.
- Some experience with Microsoft Access, SQL, and Google Firebase.
- Have worked with Python, PHP, and Microsoft Visual Basic.

IT Experience:

- Proficient in working with Microsoft Windows and Microsoft Office Suite applications.
- Some experience working with Linux based operating systems from both the desktop and command line.
- Some experience building custom computer systems including:
 - Assembling gaming machines from stock components.
 - Modifying hardware components to suit unintended purposes.
 - Simulation of a 4-bit processor.