

Jacob Smith

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STUDENT AND BACKEND DEVELOPER

Computer Science student with hands-on experience in Java backend development and REST API design. Demonstrated ability to teach technical concepts and build practical software solutions. Seeking software engineering internship to apply programming skills in a professional development environment.

KEY COMPETENCIES

Java/Spring Boot
REST API Development
Software Architecture

Technical Communication
Problem Solving
Team Collaboration

Linux/Command Line
Code Review
Version Control

PROFESSIONAL EXPERIENCE

Code Ninjas

June 2025 - Present

Sensei & Content Team Member

Teach programming concepts to students aged 7-14 while developing educational curriculum content for game development programs.

Accomplishments:

- Teach programming fundamentals including JavaScript, C#, and Block-based coding to students ages 7-14
- Develop educational content for Purple and Black Belt curriculum focused on Godot game development
- Convert Unity C# projects to Godot GDScript, demonstrating cross-platform development skills
- Guide students through debugging process and project-based problem solving
- Collaborate with education team that spans the nation to improve curriculum effectiveness and student engagement
- Contributed to center achieving 87% trial-to-membership conversion rate, 50 points above national average
- Co-designing the new Unreal Engine learning pathway from scratch with Code Ninjas Corporate
- Building dojo-wide reward and progression system with live leaderboards, achievements, and admin dashboard using Java Spring Boot and React

Tennis Warehouse

August 2023 - June 2025

Lead Stringer & Quality Checker

Handled racquet stringing and quality control while training new employees on warehouse procedures.

Accomplishments:

- Trained new team members on stringing techniques and quality standards
- Managed inventory tracking and equipment maintenance
- Performed quality checks on completed racquet stringing work
- Maintained organized workspace in fast-paced warehouse environment

EDUCATION

University of North Georgia, Dahlonega, GA

Expected May 2028

Bachelor of Science in Cybersecurity & Computer Science | Minor in Fintech

- GPA: 3.38/4.0
- Computer Science II, Applied Cybersecurity, Script Programming

Denmark High School, Alpharetta, GA

Graduated May 2024

Diploma

- GPA: 3.8
- AP Computer Science Principles, AP Computer Science A
- Captain, Varsity Football Team
- Student of the Year Award

TECHNICAL PROJECTS

Code Ninjas Bux Reward System

Java, Spring Boot, React, WebSockets, H2

- Belt-based progression and reward system with dual ledger system tracking all currency movement
- Live leaderboards with real-time WebSocket notifications for achievements, progress milestones, and account changes
- Weekly quiz system with student suggestions and analytics dashboard tracking economy health and engagement
- Built for my dojo with plans to expand to all dojos internationally

CentDash

Java, Spring Boot, Spring Data JPA, H2

- Personal finance API with single-table inheritance pattern for income and expense tracking
- Automated budget tracking system that updates current spending against limits in real-time
- Aggregation endpoints calculating financial summaries with cent-based precision to avoid floating-point errors

Inventory Management API

Java, Spring Boot, Spring Data JPA, H2

- REST API with CRUD operations, SKU validation, and stock adjustment with negative stock prevention
 - Search and filter system by SKU and category with low-stock tracking for consumable items
 - Inventory statistics endpoints calculating total value and quantity across all products
 - Custom error handling with descriptive messages and integration tests
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