Jack Sheridan

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Objective

Upon graduating the University of California, San Diego with a degree in Computer Science in 2021, I plan to earn a master's degree in Computer Science.

Education

HIGH SCHOOL DIPLOMA | JUNE 2018 | CHICO HIGH SCHOOL | GPA: 4.30

- · AP Calculus
- · Calculus II-III
- · Engineering I IV

Skills & Abilities

UNIX PLATFORM MANAGEMENT

• I rented my first Ubuntu server in July 2016, and I have used it ever since. I am very comfortable with remote file management and git version control using ssh, as well as with GitHub. I am also efficient using the vim text editor when editing remote files.

C & C++

• I have worked extensively with object-oriented design and have written my own polymorphic generic container data structures to practice memory management and class derivation. These include an array-based stack, a circular-linked list, a hash table, and a binary tree.

SWIFT & JAVA

• I am a freelance iOS and Android developer. I have built multiple swift applications using Apple's XCode and Java applications using Android Studio. These include but are not limited to: Assassin: an app that facilitates a real-world tag-like game of eliminating targets and staying alive; and TrailMap: an app that allows users to paste any image onto a map and see their GPS 'blue dot' on their image. I am also proficient at both the Apple App Store and Google Play Store distribution processes.

HTML, CSS, JAVASCRIPT, MYSQL & PHP

• I have built multiple websites. These include static content sites hosted by both GitHub and my custom remote server. These use HTML, CSS and JavaScript. I also wrote a PHP and MySQL online application that stored, and periodically deleted user comments associated with Snapchat Stories.

Experience

TECH INTERN | BUTTE COUNTY OFFICE OF EDUCATION | SUMMER 2018

• I was responsible for the production and maintenance of the Northern California Esports League website, as well as outreach and support for Northern California high schools to generate competitive esports teams.