

# Jacob Sandler

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## WEBSITES

- ♦ [GitHub](#)
- ♦ [LinkedIn](#)

## EDUCATION

**University of Minnesota,  
Twin Cities**  
*BS Computer Science  
Design Minor  
Spring 2023  
GPA 3.65*

## COURSEWORK

- ♦ Data Structures & Algorithms
- ♦ Functional Programming
- ♦ Operating Systems
- ♦ Internet Programming
- ♦ Web Design
- ♦ Database Systems
- ♦ OOP

## SKILLS

- ♦ Adobe Suite/Figma
- ♦ Ajax
- ♦ APIs
- ♦ Bootstrap
- ♦ C
- ♦ C#
- ♦ Git
- ♦ HTML5/CSS3
- ♦ Java
- ♦ Javascript/JSON
- ♦ jQuery
- ♦ Microsoft Excel
- ♦ Node.js
- ♦ Python
- ♦ SQL/MySQL
- ♦ Unity
- ♦ Unix
- ♦ X86

## EMPLOYMENT HISTORY

### University of Minnesota Learning Abroad Center

*Catalog Distribution Assistant* *Aug 2021 - Present*

- ♦ Independently packaged, maintained, and distributed current year's learning abroad catalogs across campus.
- ♦ Updated external study abroad listings and added metadata to photos in Adobe Bridge.
- ♦ Fulfilled various other tasks such as putting up fliers, troubleshooting technical issues, and other office tasks.

### Keenan & Sveiven, Inc.

*Landscaper* *Jun 2019 - Aug 2020*

- ♦ Worked with teams of various sizes across the metro area to provide landscaping solutions to clients.
- ♦ Followed precise blueprint designs to fulfill architect's and client's needs.
- ♦ Learned to operate various heavy machinery and precision equipment to make accurate measurements and work with large amounts of material.

### Target Corporation

*Various Roles* *Apr 2017 - Jan 2020*

- ♦ Fulfilled various guest facing and back end roles including cafe associate, cashier, online order fulfillment, guest services, and shipment unloader.
- ♦ Maintained audit logs and food prep schedules while helping guests and making food.
- ♦ Sped up on-boarding time in cafe by working closely with new-hires and creating guides.
- ♦ Memorized locations of products both on floor and in warehouse to quickly and accurately fulfill online orders.

## EXTRACURRICULARS

### Video Game Development Club

*Programmer and Designer*

- ♦ Worked in teams of varying sizes to design, create, and present games within a limited time-frame.
- ♦ Utilized Unity engine and wrote C# scripts to create interactive elements in games while cooperating with others using Git and GitHub.
- ♦ Communicated within teams to brainstorm ideas for assets and mechanics within games.
- ♦ Developed prototypes and iterations of code and assets after learning relevant technologies.