Jaedon Spurlock

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EDUCATION

California State University, San Marcos   **Expected Graduation May 2026**

Bachelor of Science in Software Engineering | GPA: 3.98

- **Relevant Courses:** Data Structures, Discrete Mathematics, Statistics, Assembly Language & Digital Circuits
- **Campus Involvement:** Google Developer Student Club

Computing Talent Initiative Acceleration Program   **June 2023 – Present**

- Work over 100 hours on multiple online modules, including python lessons on topics like data structures, bit manipulation, hashing, search algorithms, dynamic programming, pointers, recursion, and sorting algorithms
- Collaborate and work along with a community of passionate, motivated students and mentors that help and aid each other for their success

TECHNICAL SKILLS & AWARDS

Programming Languages: C++, Python, JavaScript
Software and Tools: Windows, Linux, Git, GitHub, VSCode, PyCharm
Skills: Node.js, npm, CSS, HTML, TailwindCSS, React.js, Next.js, Convex
Awards: Marine Corps Scholarship Foundation, Dean's Honors List

PROJECTS

Notion Clone   **November 2023 – Present**

- Develop full-stack note taking app based on the workspace Notion using Next.js, React, and TailwindCSS
- Incorporate real-time database and user authentication using Convex and Clerk

Shortest Route Finder   **November 2023**

- Constructed Dijkstra's algorithm in C++ to find the shortest route between two cities
- Worked with a weighted directed graph that represents cities and weighted routes

Project Portfolio Website   **October 2023**

- Created website with React and Next.js to showcase my projects and skills
- Written in Typescript with TailwindCSS and Framer Motion libraries

AppMaster   **June 2023 – August 2023**

- Developed full-stack app center in python, offering apps such as board games and a pathfinding visualizer
- Utilized a self-taught system manager for proper component communication and management, optimizing the app's performance and quality testing, in addition to incorporating database management with Firebase

Coupon Frenzy   **March 2023**

- Implemented an online store in C++ to simulate purchasing store products, adding items to shopping cart, public customer access, and private administration access inside a UNIX console
- Constructed the use of coupons via membership inheritance to apply discounts to purchases
- Used tree data structure to organize user interface elements

EXPERIENCE

Open-Source Micro-Internship | CodeDay   **October 2023 – November 2023**

Project Contributor

- Collaborated with a team of 3, contributing to the enhancement of the Open Energy Dashboard, an open-source project that provides a web-based application to display energy information in a web browser
- Engaged with Docker, PostgreSQL, JavaScript, and React technologies to address critical issues and advance the functionality of the energy information platform
- Created a successful pull request, improving the confidence of the project's behavior as measured by multiple test cases through continuous integration