Jaedon Spurlock

Oceanside, CA | (760) 450-3906 | jaedonaspurlock@outlook.com

github.com/JaedonSpurlock01 | linkedin.com/in/jaedon-spurlock

EDUCATION

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

Bachelor of Science in Software Engineering

- GPA: 3.98
- Dean's Honors List: Demonstrated high academic achievement Fall 2022 – Fall 2023
- Relevant Coursework: Computer Science I-II (C++), Intro to Web Programming, Data Structures (C++), Statistics, Discrete Mathematics, Assembly Language & Digital Circuits
- Campus Involvement: Google Developer Student Club

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

- Enrolled in an interview preparation program to develop and practice real-world technical problems
- Worked 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
- Collaborated and worked 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 | Git | GitHub | VSCode | PyCharm | Sublime Text

Skills: Node.js | CSS | HTML | React.js | Firebase | TailwindCSS

Scholarship(s): Marine Corps Scholarship Foundation

PROJECTS

AppMaster **June 2023 – August 2023**

- Developed a full-stack, multi-process app center program in python, offering a diverse range of multiple applications, including board games and a pathfinding visualizer
- Collaborated with a team-member to implement database management using Firebase
- Utilized a self-taught system manager for proper component communication and management, optimizing the app's performance and quality testing
- Designed the system with a focus on extensibility, enabling the addition of future applications with different library implementations, which uses features like upload and remove hosted applications
- Incorporated system design concepts such as mediation, abstraction, refactoring, scalability, and reusability, ensuring the project's long-term viability

Coupon Frenzy | Course Project **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
- Constructed the use of coupons via membership inheritance to apply discounts to purchases
- Used tree data structure to organize user interface elements

Planets and Moons Analysis | Course Project **December 2022**

- Developed database program in C++ to allow displaying of statistical data for planets and moons
- Implemented search function to find specific information of planet or moon
- Organized data using insertion, selection, and bubble sort algorithms

EXPERIENCE

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

Project Contributor

- Collaborated under the mentorship of an industry professional from CodeDay, 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 Plotly.js, Docker, PostgreSQL, JavaScript, TypeScript, and React technologies to address critical issues and advance the functionality of the energy information platform