Jah Caffie-Speed

Personal Website: https://jahcspeed.github.io/resume.html

Projects:

Project 1: Schwifty Client

Project Description: Decompiled the source files to the popular videogame "Minecraft" and made modifications to the game based on user input. The largest use of my mod was its "Scripting" feature. This worked by recording player movements and then replaying them when desired. While working on the project, I grew a community of over 1,000 users with over 400 of them being paid consumers of my application.

Technologies Used: Java, JavaFx, MySQL, Anti-Captcha Api

Project 2: Bank Teller

Project Description: An application that simulated a bank teller. Users could select from a multitude of commands to complete different tasks all from a graphical user interface (GUI). This project was designed to provide students with a practical understanding of the JavaFx library and its capabilities. The application's sleek and intuitive design enabled users to navigate the interface with ease and complete tasks efficiently. Additionally, the use of the JUnit testing framework ensured that the application's functionality was thoroughly tested and met the highest standard of quality assurance.

Technologies Used: Java, JUnit testing framework, JavaFx

Project 3: Web Scraper

Project Description: An application that was made with the mentality of saving users time and money when looking to buy disinfectant wipes/sprays during the COVID-19 pandemic. When ran, the web scrapper would run through Walmart's online inventory of disinfectant wipes/sprays and get information such as price, location and quantity available. Once the data was formatted in a digestible manner, it would send an email to a list of recipients containing the data. After usage of this application, I have received plenty of gratitude from friends and family for helping them get these necessary supplies during a time where there were massive shortages.

Technologies Used: Python, Python Email Package, Selenium Web Driver, Beautiful Soup

Skills:

Technical Skills:

Agile Structures & Ceremonies

o CSS

o HTML

Soft Skills:

AdaptabilityAttention to detail

o Collaboration

o Java

JavaScript

JUnit testing

o MySQL

o Python

o Communication o

Continuous Learning

Critical Thinking

Emotional Intelligence

Flexibility

o Testing and

DebuggingVersion Control

Duration: 12 Months

Duration: 2 Weeks

Duration: 2 Days

Self-Motivation

Work Experience:

Title: Digital Product Intern Company: Signet Jewelers Duration: 3 Months

Description: I worked as a Signet Jewelers intern on their clienteling rewrite project. My role involved supporting the development cycle, defining requirements, collaborating with different teams, and analyzing customer experiences to inform the product strategy. This product would help thousands of jewelry consultants assist customers in a multitude of ways. I was tasked with creating user stories based on the old clienteling application so that it can be transformed and molded into a fresh, user-friendly version. During this time, I gained experience in agile ceremonies and grooming user stories, as well as the ability to communicate with stakeholders across different parts of the business.

Education:

College: Rutgers University, New Brunswick, NJ Degree: BA in Computer Science

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