

# James Hagan

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## EDUCATION

### BS Computer Science

GONZAGA UNIVERSITY

GPA: 3.45

**Coursework:** Computer Organization; Data and Algorithm Structures; Discrete Structures; Software Development; UI/UX; Operating Systems; Web Development; Database Management Systems

**Teacher Assistant (TA):** Intro to Computer Science

Spokane, WA | May 2026

## EXTRACURRICULARS

- **GU ACM Chapter** - Member/Organizer
- **GU Bulldog Band** - Section Leader
- **GU Hackathon** - Organizer
- **Gonzaga University** - Dean's List

## WORK EXPERIENCE

### GONZAGA UNIVERSITY | STUDENT WORK-STUDY

Spokane, WA | May 2023 - Current

- Developed a mapping application using Microsoft PowerSuite in order to contain locations of emergency shutoffs, and cut the time taken to find shutoffs in emergencies by **75 percent**
- Managed an individual part of Gonzaga's campus, completing core tasks such as lawn and trash management. Revamped paths in said area that slashed time to mow and dispose of trash by **60 percent**, allowing for more tasks to be done

### KRUEGER SHEET METAL | MATERIAL HANDLER

Spokane, WA | May 2022 – August 2022

- Crafted a unique storage system that allowed for faster location and retrieval of materials by **35 percent**, and resulted in a decrease of accidental reorders of materials by **80 percent**
- Authored a personal method to complete assigned cleaning tasks that reduced downtime of machines by up to **50 percent**

## PROJECTS

### MANCALA

JAVA, GIT, BRANCHING, JSWING, OOP, TEAM DEVELOPMENT

- Developed a fully **functional** implementation of the classic Mancala board game using Java. Focused on creating an **intuitive** user interface, game logic, and rule enforcement. Implemented features like score tracking, player turns, and end-game conditions.

### FARKLE

JAVA, UNIT TESTING, TEST DRIVEN DEVELOPMENT, OOP, JSWING

- Implemented the Graphical Java Port of Farkle with **thorough** design, **precise** implementation, and **rigorous** testing to faithfully replicate the game's rules and mechanics. Created a **unique GUI** for the game after developing it for the terminal.

### GU HACKATHON WEBSITE

HTML, CSS, GITHUB, WEB DEVELOPMENT

- Designed and executed a **dynamic** Sponsors Page on the Gonzaga Hackathon website, leveraging HTML and CSS to create an engaging interface for Sponsors; Created a bold schedule and about section that **informed** and **enhanced** accessibility for attendees.

## SKILLS

**Languages:** Java, C++, Python, C, Assembly, SQL

**Web Development:** HTML/CSS, JavaScript, Angular, React, NodeJS, JQuery

**Technology:** Git, GitHub, Unit Testing, Command Line, Test Driven Development, OOP, Linux Server, PostgreSQL, MongoDB