Jared Burris
SOFTWARE ENGINEER

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PROFESSIONAL SUMMARY

Bachelor Software Engineer seeking a position in the field as an entry to mid level developer. I emphasise on Website Development, Application Development, Data Science, and Blockchain but I value my general skill as a Software Engineer above all else.

SKILLS

- Python, Swift, Javascript, C/C++, Java, C#, Solidity
- SQL, MySQL, PostgreSQL, MongoDB
- Django, Github Pages, Wordpress, HTML5/CSS, Bootstrap, Blockchain
- Github, Git, Bash, VS Code, Sublime text, XCode
- Mac, Windows, Linux, DB Management, Communication

INTERESTS

- Reading/Learning
- Trading stocks (Crypto, Regular)
- Animated television (American Dad, Family Guy, Etc)
- All around gaming on Xbox, PC, Mobile, Switch, etc
- NFT space, currently an owner of a Discord server filled with highly skilled traders/marketers

EDUCATION

B.SE. COMPUTER SCIENCE – 2017 - 2021
SOUTHERN NEW HAMPSHIRE UNIVERSITY - MANCHESTER, NH

I graduated Magna Cum Laude in Computer Science with a concentration in Software Engineering. I have grown immensly, not only as a Computer Science professional but as a person.

HIGH SCHOOL DIPLOMA – 2012 - 2016
SMYRNA HIGH SCHOOL - SMYRNA, DE

I graduated from Smyrna High School in June 2016. I held a 3.6 GPA and during my time in High School I've taken AP Statistics, AP U.S. History, and a college English course called E110 where I gained college credits.

PROJECTS

PERSONAL PORTFOLIO WEBSITE – CONSTANT DEVELOPMENT
I created a personal portfolio with Django, Python, PostgreSQL, and Digital Ocean to host it. After doing so I reversed engineered this portfolio into a static Github Pages website that I work on constantly. This website can be found at www.Jaredspersonalportfolio.com.

Major accomplishments:

- Building the Django website with a thorough backend to log into and create posts/projects.
- Reverse Engineering the website I was paying monthly for to a static Github Pages site for free.

UNREAL ENGINE ESCAPE GAME – APR 2021 – JUNE 2021
I led a team of 5 Bachelors all with separate roles to create an Escape Game in Unreal Engine 4. This game features the character attempting to escape 5 different rooms with an ending boss to complete the game.

Major accomplishments:

- Taking the role of Team Lead due to my level of experience and my knowledge in version control with Git/Bitbucket.
- Communicating at a high level with the rest of my team for 8 weeks, helping to solve their problems in Unreal Engine or in source control, and handling all merge conflicts personally.

ZOO MONITORING IOS APPLICATION – JAN 2021 – APR 2021
I took my Java Zoo Monitoring application I made in college back in 2019 and I reverse engineered it to make it completely better as far as workability, efficiency, and design goes.

Major accomplishments:

- Reverse Engineering a Java computer application to an iOS application made with Swift on XCode.
- Putting together a workable application that can be downloaded on to an iOS device.