

# 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, and iOS Application Development, but I value my general skill as a Software Engineer above all else.

## SKILLS

- Python, Swift, Javascript, C++, Java, Objective C
- SQL, MySQL, PostgreSQL, MongoDB
- Django, Github Pages, Wordpress, HTML5/CSS with Bootstrap
- 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
- Hiking around beautiful places with friends

## EDUCATION

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

I graduated Magna Cum Laude with a concentration in Software Engineering. I have grown a lot not only as a Computer Science professional but also 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. Afterwards I reversed engineered this portfolio into a static Github Pages website that I work on to better constantly. This website can be found at [www.Jaredspersonalportfolio.com](http://www.Jaredspersonalportfolio.com).

Major accomplishments:

- Building the Django website with a nice backend to log into and create posts.
- Reverse Engineering the website I was paying 5\$ 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 different 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 beat 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 our source control, and handling all merge conflicts.

- ZOO MONITORING IOS APPLICATION** — JAN 2021 — APR 2021

I took my Java Zoo Monitoring application I made for school 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.