Jason Urban

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OBJECTIVE

Seeking professional opportunities and experiences to utilize, enhance, and expand my skills in software engineering.

EDUCATION

Milwaukee School of Engineering   Expected Graduation May 2021
B.S. Software Engineering
Relevant Coursework: Software Engineering Tools and Practices, Real Time Systems, Web Application Development, Algorithms, Developing Secure Software, Database Systems, Comp Org,

SKILLS

- Programming: Java, Python, JavaFX, React, HTML, JavaScript, node.js, CSS, Ruby, C++, C, C#, PHP, Flutter
- Development Tools: Bash, Git, MySQL, GitHub, Bitbucket, Android Studio, Visual Studio (2017), JetBrains IDEs (PyCharm, IntelliJ, WebStorm)

EXPERIENCE

Technology Intern at Foley & Lardner LLP   January 2020 – September 2020
                                                                                                   Milwaukee, WI

- Programed in C# and SQL to create an email reminder that would remind developers of bugs, glitches, features, and updates within a tracker for all in house technology.
- Worked with developers to fix the issues found in the issue tracker to allow for more efficient interaction.
- Adjusted communication and work techniques to reflect changes due to online vs. in person interaction.
- Updated firm websites with SQL queries using Microsoft Pages.

Software Engineering Intern at AbsoluteTurn Inc.   June 2019 – September 2019
                                                                                                   Wheeling, IL

- Created an app named AbsoluteUtilities coded in Java and JavaFx allowing for efficient everyday tasks such as, quoting, purchase ordering, and invoicing by becoming an automated process.
- Tracked inventory with Excel enabling accurate management of product and production counts.
- Accountable for upgrading software and computer components for all plant computer systems.

CAD Drawing Intern at AbsoluteTurn Inc.   June 2017 – September 2017
                                                                                                   Wheeling, IL

- Worked with other printmakers adjusting part measures on blueprints due to customer need.
- Used blueprints to create 3D models of various machine parts to be used in an assembly build.
- Took existing 3D models of various machine parts and created blueprints to efficiently allow machine operators to create the part accordingly.
- Managed parts by testing, measuring, and confirming part configurations from an assembly build.

OTHER PROJECTS

- ShadowRun Character Manager: This was a Website coded in React based on a previous program that has lots of bugs so the project was aimed at making a more reliable manager.
- Queue Up: A mobile app that connects users to a live session to queue music similar to a jukebox to let everyone play songs they want to hear.
- Game Dev: I have also made a few mini games using PyGame.