Jaymin Swedlund

952-393-9744 | jayminswedlund1@gmail.com | linkedin.com/in/jaymin-swedlund

EDUCATION

Saint Cloud State University   St. Cloud, MN
Bachelor of Science in Software Engineering   *Expected May 2027*

EXPERIENCE

IT Support Lead   Feb 2024 – Present
Saint Cloud State University   *St. Cloud, MN*
- Diagnose and resolve hardware and software issues on laptops and desktops across campus.
- Managed over 200 incident tickets using the university's IT service platform, maintaining a 96% resolution rate.

Software Development Intern   Oct 2023 – May 2024
Midwest Wine Passport   *St. Cloud, MN*
- Built an interactive mapping tool using the TomTom API integrated with a SQL backend, increasing user engagement by 74%.
- Participated in bi-weekly team meetings to provide progress updates and coordinate development tasks.
- Debugged and optimized front-end code to improve performance and user experience using the DNN platform.

PROJECTS

Interactive 360° Panoramic POI Creator | *ReactJS, Python, PostgreSQL, HTML, CSS, Bootstrap*   Feb 2025
- Led a team of six as Lead Developer during the 2025 SCSU Hackathon; contributed over 80% of the codebase.
- Integrated Krpano for creating spatially accurate POIs within panoramic scenes, allowing precise tagging of equipment and areas.
- Developed a full-stack solution with React front end and Flask back end, focusing on performance and usability.
- Crafted a clean, responsive UI using HTML, CSS, and Bootstrap to ensure accessibility and ease of use.

CardVault | *PHP, JavaScript, HTML, CSS, MySQL*   May 2023
- Designed and developed a full-stack flashcard application supporting user registration, login, and study set management.
- Built 90% of the application independently, applying object-oriented design for scalability and maintainability.
- Engineered the MySQL database schema to efficiently store user credentials and flashcard content.

Automated Raster Image Processing System | *Python, Flask, React, HTML, CSS*   Feb 2024
- First-place winner at SCSU's 2024 Spring Hackathon out of 22 teams.
- Automated raster overlay image trimming using OpenCV to streamline floor plan processing for the sponsoring company.
- Delivered a full-stack solution with React as the front end and Flask for the back end, improving operational efficiency.

TECHNICAL SKILLS

Languages: C++, C#, Python, Lua, SQL, JavaScript, PHP, HTML/CSS
Frameworks: React, Flask
Developer Tools: Git, VS Code, Visual Studio
Operating Systems: Linux, Windows

ACTIVITIES AND ACCOMPLISHMENTS

SCSU Spring Hackathon Winner 2024: Developed image processing system with Python, ReactJS, and Django
SCSU Game Jam Winner 2024: Built winning game using Python and Godot engine
SCSU Hackathon 2025: Led development of POI Creator using ReactJS, Python, and PostgreSQL