

Jeremiah Dawson

Northfield, MN 55057 | jeremiahdawson1273@gmail.com | (850) 851-6036 | [Linkedin](#) | jeremiahdawson.dev | [Github](#)

EDUCATION

Carleton College, *Bachelor of Arts in Computer Science*, Northfield, MN

Expected June 2027

- **GPA:** 3.62
- **Minor:** *Mathematics*
- **Relevant Coursework:**
 - **Computer Science:** Data Structures, Software Design, Advanced Software Design
 - **Mathematics:** Calculus II, Linear Algebra

RELEVANT EXPERIENCE

Full-Stack Developer, **DreamTrip AI**, Panama City, FL

Summer 2024

- Developed a website to help users budget and plan their ideal vacation with OpenAI.
- Integrated OpenAI Text generation with Node.js to provide users with personalized recommendations, practical advice, and clear visuals.
- Created an engaging user interface and seamless user experience using HTML, MUI, and Next.js.

Full-Stack Developer, **AI Pantry Tracker**, Panama City, FL

Summer 2024

- Developed a website for user inventory management with Firebase integration.
- Designed and implemented the user interface and core functionality using HTML, MUI, and Next.js.
- Integrated OpenAI Vision API with Node.js to capture, recognize, and automatically add items to the database.

Frontend Developer, **Blackjack Interface**, Northfield, MN

Spring 2023

- Developed a BlackJack application capable of hosting up to five users concurrently using sockets, enhancing multiplayer functionality.
- Designed and implemented the user interface using HTML, CSS, React, and Docker
- Facilitated and organized bi-weekly group meetings for a team of five, ensuring collaboration and communication

Application Developer, **Yearbook Application**, Panama City, FL

Spring 2023

- Created an application to manage the yearbook inventory for the yearbook advisor
- Utilized Java Swing to develop the graphical user interface and application functionality
- Conducted client meetings to ensure the application met all specified requirements.

*Game Developer, **Invisible Path**, Panama City, FL*
Summer 2023

- Developed a full-stack puzzle-solving video game using Unity and C#.
- Designed the majority of the game's graphical elements.
- Self-taught the necessary skills and technologies for game development.

SKILLS

Programming Languages: Java, C#, Python, HTML, CSS, React.js, Node.js, MUI
Tools: Docker, Github, Unity, OpenAI, Stripes