Jeremy Swanson

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EDUCATION

University of Central Florida   **Orlando, FL**

Bachelor of Science in Computer Engineering   *Expected Graduation, May 2027*

Relevant Coursework: Processes for Object-Oriented Software Development, Data Structures and Algorithms, Discrete Structures, Linear Circuits, Electronics, Object-Oriented Programming, Algorithms for Machine Learning, Digital Systems, Computer Graphics

SKILLS

Languages: C, C#, Java, Python, JavaScript, Verilog, MATLAB, Dart, MIPS Assembly, HTML, CSS

Frameworks/Libraries: NumPy, Pandas, Flutter, Pygame, ModernGL, OpenGL, Unity

Tools: Git, GitHub, Figma, Visual Studio Code, Xcode, MySQL, Jupyter Notebook

EXPERIENCE

Fishlips Waterfront Bar and Grill   **Cape Canaveral, FL**

Server   *February 2021 – Present*

- Gained experience managing time and effectively multi-tasking while serving tables.
- Gained time management skills through working in a fast paced environment.
- Provided reliable customer service while developing a strong work ethic.

PROJECTS

Syllab.AI | Dart, Flutter, React, TypeScript, Node.js, MongoDB, Figma   *April 2025*

- Helped in developing Syllab.AI, which is a MERN stack based intelligent educational platform designed to help students organize and learn from their course syllabi.
- Users are able to upload PDF syllabi which are automatically processed by AI to generate chapter summaries, interactive quizzes, and study materials.
- Implemented mobile with Flutter, Dart, and Xcode.

ContactMe | HTML, CSS, JavaScript, PHP, MySQL, Figma   *February 2025*

- Helped in developing ContactMe, which is a LAMP stack based application for efficient contact management.
- Implemented front-end with HTML, CSS, and JavaScript.

Personal Portfolio | HTML, CSS, JavaScript   *August 2025*

- A personal portfolio website which is designed to showcase my skills, projects, and professional journey.

Black Friday Brawlers | C#, Unity   *December 2025*

- Helped in developing Black Friday Brawlers, which is a 2.5D beat-em-up game that is set in a mall during the early 2000's Black Friday, where people physically fought over items at malls.
- Contributed on item design, item and special combat item spawning, special combat item design, and HUD design.