

Jeremy Fischer

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TECHNICAL SKILLS

- Skilled in Python, Java, JavaScript, Node.js, C#, SQL, Unity 2D & VR, HTML, OPP Concepts, Agile, GitHub, QA Testing & Automation, Selenium
- Some experience in React, MongoDB, Fiddler, XPath, JIRA, Postman, CSS, Bootstrap

EDUCATION

Computer Information Technology Bachelor of Science
Economics Minor & Software Development Certificate
Minnesota State University, Mankato
4.0 GPA, Honors Program

Anticipated: May 2023
Mankato, MN

Associates of Arts/High School Diploma (Dual Enrollment During Highschool)
Minneapolis College/Fridley Highschool
Minneapolis/Fridley, MN
4.0 GPA, Dean's List: Fall 2019, Spring 2020, Fall 2021

May 2021

WORK EXPERIENCE

Software Engineer Intern | Thomson Reuters Intern | Eagan, MN

November 2021 – Present

CLEAR UI Team:
May 2022 to
present

- Developed & released profit-generating features in partnership with a mentor
- Collaborated with senior and tech lead developers to solve bugs in an effective & timely matter
- Took on obscure stories & conversed with business to clarify acceptance criteria

CLEAR QA
Team: November
2021 to May 2022

- Developed 3-5 automation tests weekly using selenium to increase confidence of new releases and preserve original functionality
- Reviewed regression and escalated critical bugs found.

RELEVANT EXPERIENCE

Programmer/Research Co-Author | Independent Research Faculty Co-op

October 2021-Present

- Investigated the relation between farmer subsidies and productivity of farm acres for a future publication
- Manipulated, sorted, and matched around 80,000 imperfect records in excel datasheets using **python**.
- Established conditions of concerns which flagged records to be manually reviewed ensuring data quality
- Efficiently created matching algorithms by contemplating writing time and run time benefits
- Worked in partnership with multiple academic departments to gather top knowledge of each domain.

Lead Developer | Mankato State Hospital VR Project

October 2021 – May 2022

- Find open-source project at: github.com/MNSU-CSET/Hospital_Simulator
- Developed new features, code-reviewed, and fixed bugs in **C#** for **Oculus VR headsets** in **Unity**
- Participated in weekly meetings to deciphered ambiguous goals into tangible objectives to complete
- Onboarded 4 new members and individually customized their training of GitHub, Unity, coding best practices, and more