Jeremy Fischer

(+1) 651-410-4952 - jeremy.fischer@mnsu.edu - github.com/Jflyer45 - linkedin.com/in/Jeremy-Fischer/

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   Anticipated: May 2023
Economics Minor & Software Development Certificate   Mankato, MN
Minnesota State University, Mankato
4.0 GPA, Honors Program

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