Jack Rollins

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Objective

I am a motivated and detail-oriented Computer Science student with a strong academic background and hands-on experience in software engineering. I am seeking an internship or entry-level SWE position to apply and further develop my skills in a dynamic and challenging environment.

Education

Georgia State University, Honors| Atlanta, GA   *Expected Graduation: May 2024*

- Bachelor of Computer Science, Cumulative GPA: 3.84 (Dean's List).
- *Relevant Coursework:* Computer Architecture, Operating Systems, Data Structures and Algorithms, Data Science (python), Parallel Computing, Image Processing, Object Oriented Programming.

Achievements

Bootcamp Code Path | CA   Aug-Dec 2022

- Solved common coding interview problems with teammates emphasizing data structures and algorithms.
- Optimized slow programs by analyzing and enhancing run times and auxiliary space.

Georgia Tech-Hackathon   Fall 2023

- Developed a Dashcam application in C++ on raspberry pi 4.
- Used a controller and various hardware components to enable video recording in OBS with power from the vehicle.
- Reduced storage space cost by giving the option to not save a video file at the end of a trip.
- Used Yolo PY library for object detection in video feed.

Club Event Organizer   Fall 2020-21

- Spearheaded many programming events such as competitive programming, application workshops, etc.
- Led students who attended events digitally and in person.

Projects

Software Engineering Project | Recipe App   Jan–*May 2022*

- Full stack recipe search and health preferences web app built with React js.
- Lead developer in a group following an Agile methodology to record projects sprint cycles.
- Integrated the Edamam API for recipe fetching.

Sole Developer| Lolmetrics   2022-2023

- Analytical community web app for league of legends developed in Vue-3
- Implemented polling features and data mining with firebase user management, authentication and web scraping technologies from python APIS.
- Utilized the Riot Api with Rest to make web requests for many clients.
- Created a scalable, CRUD application with responsive IO systems.

Unity Game| School Life   2021-2022

- Developed a third person game in the Unity game engine.
- Created several assets with blender and gave them functionality with C# programs and animation components.
- Utilized nav mesh agents to create complex AI systems.

Technical Skills

Programming: Java, Python, C++, C#, HTML, NumPy, Pandas, SQL, firebase, React, Vue 3, flutter, JavaScript, 3JS, AWS, Google Cloud Run, Mongo Db
Software: Microsoft Office Suite, VSC, Vim, Adobe Creative Cloud, Adobe Photoshop, Google Suite
Languages: English (Fluent), Spanish (Fluent)