Jack Rollins

678-251-8905 | jackrollins204@gmail.com | [Github](#) | [linkedin](#) | [portfolio](#)

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, Data Structures and Algorithms, Data Science(python), Parallel Computing, Image Processing, Object Oriented Programming.

Related Experiences

SWE Bootcamp - Code Path   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.

Event Organizer - GSU Prog Club   2020-Present

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

Projects

SWE Project - Creator | [Recipe App](#)   Jan–*May 2022*
- Co-developed a Full stack web app for recipe search/suggestion based on health data built with React, firebase and node.
- Followed Agile methodologies and acted as the lead developer in the group, recording projects sprint cycles.
- Integrated the Edamam API for recipe fetching.

Dash Cam Tool - Collaborator | Hack GT   Fall 2023
- Developed a Dashcam application with others in C++ on raspberry pi 3 during Hack GT 23.
- Used a controller and various hardware components to enable video recording in MotionEyeOs with power from the vehicle.
- Reduced storage space cost by giving the option to not save a video ile at the end of a trip.
- Used Yolo PY library for object detection in video feed.

Poll/Quiz app - Creator| [Lolmetrics](#)   2023-now
- Developing an analytical community web app for league of legends
- Implemented polling and quizzing features with Vue 3, firebase functions, cloud storage, user management and authentication for user crud operations.
- Utilized the Riot Api with Rest to make web requests for many clients.
- Required Python scripting to web scrape, automate aswell as test develop and debug thousands of documents.

School Life – Creator | Unity GD   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.

Skills

Programming: Java, Python, C++, C#, HTML, NumPy, Pandas, SQL, firebase, React, flutter, JavaScript, AWS, google cloud run, Mongo Db
Software: Microsoft Office Suite, Adobe Creative Cloud, Adobe Photoshop, Google Suite
Languages: English (Fluent), Spanish (Fluent)