

David Jackson

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EDUCATION

University of Nebraska-Lincoln, Lincoln, NE
Bachelor of Science in Computer Science, Minor: Art

Graduation: May 2023
GPA: 3.76/4.00

SKILLS

- Advanced: C#
- Proficient: Java, C++, C, Unix, JavaScript, Haskell, Python
- Beginner: Perl, Assembly, HTML, CSS, SQL, antlr, Prolog
- Passionate about learning new ideas with focus on critical thinking about user experience
- Experience with MS Visual Studio, VS Code, Atom, Eclipse, Junit, JEST, React & JSON
- Proficient in data structures & algorithms, programming language concepts, object-oriented & FP Concepts, Foundations of Software Engineering, Version control systems (Git)
- Adherence to SOLID principles & AGILE scrum development processes

PROJECTS

“baldorf” – Mystic Rhoads Production Inc. video game (C#) – August 2022–present

- *Development Manager for Senior Design Mystic Rhoads Production Inc.’s game ‘baldorf’ made in Unity*
- *Comprised a team of 6 reporting to the projects sponsor under an Agile Scrum Development Process*
- *Overseeing the development of the overall architecture and completion of additional features/updates*

“Cards” – Website with playable card games (JavaScript) – *course project 2021*

- Collaborated with a small team to produce a website with playable card games such as solitaire and blackjack for multiple concurrent users
- Wrote backend in JavaScript with use of the Express Framework and socket servers; HTML, CSS, and the React Library in frontend
- Gained fundamental experience working within an Agile Software development process

“Into the Deep” (C#) – *independent project 2021- present*

- Constructed prototype game through the Unity Game Engine
- Procedurally generated maps and rooms with user interaction through a created event system allowing an array of playable encounters for the player with turn-based combat
- Implementation of enemy types and AI behaviors, environmental effects, equipment, playable and interactive events system with UI, and architecture of an evolving dungeon and systems

VOLUNTEER EXPERIENCE

Coding Education Instructor, Cholla Elementary, Casa Grande, AZ, Zoom, April 2022

- Planned and instructed the fundamental concepts of programming
- Taught a group of 10+ students over a course of three weeks, concluding with a hands-on activity

QA Tester, Poorly Times Games, April 2022

- Tested new video game for bugs at pre-production as a final testing phase
- Used creative methods to identify bugs and wrote report within the allotted deadline

WORK EXPERIENCE

Packaging Corporation of America, Burlington WI, Assistant Operator, June 2022-August 2022

- Ensured efficient workflow by performing a variety of manufacturing tasks using production equipment
- Accounted for minor equipment adjustments and ensured quality checks were performed

The Club at Wynstone, North Barrington, IL, *Groundskeeper*, June 2020- August 2020

- Created positive relationships with club members through on-field assistance
- Improved resort quality through maintenance projects performed with a team of 5 people

Lake Villa School District 41, Lake Villa, IL *Custodian*, June 2019- August 2019

- Ensured completion of detail-oriented projects in a timely and efficient manner

INVOLVEMENT

- Shotgun Club, Lincoln, NE, July 2022 - present