SHAUN JORSTAD

Full-Stack Software Engineer

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EDUCATION

Grove City College *Bachelor of Science*   **Anticipated Graduation May 2021**
    Major: Computer Science (ABET-accredited) *3.6 Cumulative Major GPA*| Dean's List
    Coursework: Web, IOS, Android, Algorithms, Data Structures, Database Mgt., Big Data, Software Eng., Security, ML, AI,
Parallel Computing, Automata Theory, Prog. Languages, Comp Architecture, Operating Systems
    Campus Involvement: Association for Computing Machinery Treasurer, Computer Science Tutor

PROFESSIONAL EXPERIENCE

Software Engineer Intern   **(Cancelled over pandemic) 2020**
Booz Allen Hamilton

Software Engineer Intern   **(Cancelled over pandemic) 2020**
Thermo Fisher Scientific

Teacher's Assistant *(Operating Systems | Programming Languages)*   **Grove City, PA**
Grove City College   *Aug 2020 - Present*
-     Improve student comprehension of Programming Languages and OS design by conversing with students on submissions.
-     Assess and provide meaningful feedback on student projects written in C, Scala, Python to courses of 30 undergraduates.

Computer Services Technician   **Grove City, PA**
Grove City College   *Aug 2018 - Present*
-     Broadened campus resources to support Unix-like operating systems.
-     Wrote shell scripts to manage student laptops.
-     Analyze and resolve bugs in various kernel.

PROJECTS

Tasks: React WebApp *(Javascript, React, Electron, Firestore)* *preview*   **Dec 2020 – Present**
App currently deployed with Netlify replicating MacOS Reminders within development features from Things3 and Todoist
-     Independently developed responsive, intuitive UI with custom components such as organizing tasks into lists, sub
sections, task content, task description, and date filtering.

Garage Sale: Website *(Javascript, Python, Flask, Jinja, Stripe, SQL)*   **Oct – Dec 2020**
Ecommerce (unpublished) website allowing users to purchase and sell products
-     Supported account creation, authentication, management, recovery with standard encryption practices.
-     Implemented user cart to allow for multi-item transactions executed with the Stripe API.

Dinder: IOS App *(SwiftUI, Firestore)*   **Oct – Dec 2020**
IOS app for collaborative group decisions on restaurant preferences with intuitive Tinder-like interface
-     Fully implemented and optimized collaborative session between users with only milliseconds of latency.
-     Implemented onboarding with user account creation, authentication, management, and recovery via firebase.

YADA: React WebApp *(Typescript, Python, React, Redux, Jest, Firestore)*   **Aug 2020 – Present**
HVAC management and monitoring system (In Early Development)
-     Configuring data loggers equipped to HVAC units support over the air updates.
-     Designing responsive webapp allowing for intuitive HVAC equipment and site management and analysis.
-     Building data analysis with live fault detection, defined by user via OTA python scripts.
-     Leveraging scrum practices to ensure continual team progress and success.

Dromedary Drones: Cross-Platform Simulation App *(Java, JavaFX, FXML)*   **October 2019 – December 2019**
Simulation app that calculates the optimal packing algorithm for a campus café drone delivery system
-     Primary developer for designing and implementing gui with data bound settings and simulation results.
-     Applied scrum practices within a remote team of four students to ensure project progression and success.

SKILLS & TECHNOLOGIES

Languages: *(Experienced)* Javascript/Typescript, Python, HTML/CSS/SASS| *(Proficient)* Java, Kotlin, Swift, C, Bash
Tools: *(Experienced)* Git, Linux, Flask, Rest APIs | *(Proficient)* React, Redux, Jest, SwiftUI, AndroidX, Junit, Jetpack, CI
Databases: *(Experienced)* Firestore, MySQL| *(Proficient)* MongoDB, SQL
Soft: *(Experienced)* Prototyping, User Stories, Flow Diagrams, Ui/Ux design, Wireframing | *(Proficient)* Agile/Scrum, TDD,
Technical Documentation