

Jacob Long

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Full Stack Engineer | Software Engineer | Backend Engineer

Bachelor-level educated, multilingual software engineer with a broad set of technical skills including design, testing, and development. Love for learning new technologies and a passion for clean code.

SKILLS

Programming: Python, C++, C#, Java, HTML5, CSS, JavaScript

Libraries/Platforms: jQuery, Angular, Node.js, Bootstrap

Data/Databases: SQL, NoSQL, MySQL, MongoDB

Cloud/Technologies: Amazon Web Services, Docker

PROFESSIONAL EXPERIENCE

Junior-Level Web Application Developer, Advanced Metrics, Lancaster, PA

Oct 2023 – Jul 2024

Technical Intern

Mar 2022 – Oct 2023

Tech stack: C#, SQL, HTML, CSS, JavaScript, Azure, Insomnia

- Developed new features and functionality using C#, JavaScript and HTML. I was able to add clients and improve the user experience by adding functionality to schedule appointments.
- Fixing bugs using our ticket system to help our clients. This typically was tweaking our reports gathering feature or organizing user access to medical reports.
- Managing databases to maintain accurate data for our customers and to adhere to HIPPA regulations. Additionally, I aided in the data migration when we transferred to a new platform.
- Documented API processes in Insomnia for internal use and for technical leads of external users.

IT Support Center Intern, Fulton Bank, Lancaster, PA

Aug 2021 - Feb 2022

Tech stack: Active Directory, Jira, Microsoft Office

- Password resets using Active Directory and Fulton's telecommunication system.
- File accessibility management using Active Directory to grant permission for bankers to view certain sensitive documents.
- Remote troubleshooting and condition gathering for elevated support tickets.

PROJECTS

[InsideMan](#)

Stack: Unreal Engine 5, C++, Blender

2024

- Developed a small game using Unreal Engine 5 and submitted it to the 2024 "WANNA Jam" game jam
- The prompt was "Inside Out". My game was a 3rd person puzzle type game where you played as a spy trying to disrupt the continuous flow of goblins from attacking the castle.
- Developed scenery, meshes, materials/textures, animations, sound effects, and scripts for game functionality.

[Mobile Architect Programming \(InventoryApp\)](#)

Stack: Android Studio, Java

2022

- For my final project in this course, I developed an Inventory management app in Android Studio using Java Script. I developed a dynamic table that allowed a user to view and update their store inventory.

[Mystery Manor](#)

Stack: Python

2021

- Manor Mystery is a text-based Python game where you are a detective trying to solve the mystery of a murder.
- In this project I used numerous coding practices such as conditional statements, loops, functions, dictionaries, case handling, input validation, and other best practices for coding principles.

EDUCATION

Bachelor's of Computer Science, Southern New Hampshire University

Nov 2023