

# Jacob Long

Jtlong24@comcast.net • [LinkedIn](#) • [github](#) • (717)-799-9667 • [Portfolio](#)

## 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, Java, C++, C#, JavaScript, Node.js, HTML5, CSS

**Libraries/Platforms:** React, jQuery, Angular

**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 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

#### RobotArena

Stack: Unreal Engine 5, C++, Blender

**2023**

- Developed a small game using Unreal Engine 5 and submitted it to the 2023 Epic Game Jam on Itch.io
- The prompt was "Antiquated Future". My game was a 3<sup>rd</sup> person combat arena where a gladiator would battle a continuous wave of enemies to score points.

#### 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**