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, Java, C++, C#, JavaScript, Node.js, HTML5, CSS
Libraries/Platforms: React, jQuery
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 – Present**
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 typical 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 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 3rd 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 inventor.

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
Bacelor's of Computer Science, Southern New Hampshire University   **2024**