Samuel T. **Jahnke**

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Show me your moves – Captain Falcon

Education

California Polytechnic State University   *San Luis Obispo, California*
NATIONAL EXCHANGE PROGRAM   *2018-2019*

University of Wisconsin Stout   *Menomonie, Wisconsin*
B.S. IN APPLIED MATH AND COMPUTER SCIENCE   *2016-2019*
- 3.82 GPA

Experience

Lab Technician   *Rochester, MN*
WESTERN DIGITAL   *June 2024 - Present*
- Impressed team with bash scripting skills by bringing dev ops script to a functional state in a short period of time
- Performed various lab duties to aid in testing of flash storage devices

Substitute Teacher   *Various Locations*
PUBLIC AND PRIVATE   *Aug 2022 - May 2024*
- Introduced text based programming to middle school students.
- Used patience and empathy to support children with ASD.

Game Developer   *Various Locations*
INDEPENDENT   *September 2022 - September 2023*
- Developer of many Unity 3D packages and tools
- Graphics, multiplayer, hosting, identity system, map editor, animations, models, mod support.

Software Developer   *King of Prussia, Pennsylvania*
STRATAGEM GROUP   *Jan 2022 - Apr 2022*
- Automated development pipeline with makefiles, systemd unit files, lisp, and literate org-mode markdown documentation.

Software Engineer Asc.   *King of Prussia, Pennsylvania*
LOCKHEED MARTIN - SPACE   *Sept. 2020 - Dec. 2021*
- Automated development procedures such as kubernetes and gitlab pipelines with makefiles, bash, and python scripts.
- Worked with my team to accomplish various features within time limitations.

Web Developer   *Wayne, Pennsylvania*
HVH PRECISION ANALYTICS   *Nov. 2019 - Apr. 2020*
- Worked with Amazon AWS resources to query medical patient data and run analytics.
- Helped develop localized testing environment with mimicked network connections and user inputs.

Web Developer   *Twin Cities, Minnesota*
SHOTGUN EXPRESS, INC   *Fall 2018*
- Created delivery price calculator in javascript.

Skills

Programming   C/C++, C#, Java, Python, HTML, Javascript, Bash, LaTeX, Lisp
Software   Linux, Git, Emacs, Unity 3D, Docker, ORM