

Jared Bagwell

Junior Programmer

Computer Scientist who thrives in a problem solving environment and exhibits perseverance



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Philadelphia, PA

WORK EXPERIENCE

Junior Programmer (Remote)

Annie-Mac Home Mortgage

10/2020 - Present

Remote

Achievements/Tasks:

- Elicited requirements, developed, and tested solutions to automate loan actions while abiding by government regulations. (C#, VB, Java, Angular)
- Researched and resolved issues concerning existing business rules within the enterprise solution's rules engine. (Encompass)
- Optimized and transferred existing data validation rules into new 'A.I.' powered rules engine. (Java, EQ-Automate)
- Agile Development; Monthly code sprints; Underwent formal code reviews.
- Relevant Software Systems: JIRA, Azure, Visual Studio.

Information Systems Intern

Edmund Optics

05/2017 - 08/2017

Barrington, NJ

Achievements/Tasks:

- Improved the intranet (internal company website) alongside veteran developers (C#, HTML, & JavaScript).
- Assisted the marketing department with configuring product images into a uniform format using VBA macros and Photoshop.
- Created work instructions for acquired software.

Human Resources Intern (Hybrid)

Edmund Optics

02/2016 - 05/2017

Barrington, NJ / Charlottesville, Va
(Remote)

Achievements/Tasks:

- Administrated employee software systems remotely through a VPN and monitored insurance datasheets for HR.
- Coded macros (instructions and functions in Visual Basic) for spreadsheets to autonomously reformat specifications for products to be transferred to a new CAD software.
- Analyzed department data and determined performance metrics for the Human Resources Department.
- Implemented & administrated a new Human Resources Software.
- Negotiated lower premium insurance rates after analyzing data, saved business \$250,000 in 2017.

EDUCATION

Bachelor's Degree in Computer Science

University of Virginia, College of Arts and Sciences

08/2014 - 05/2020

Charlottesville, Va.

Relevant Coursework:

- Advanced Software Development Methods (C,C++,LaTeX)
- Artificial Intelligence (Python)
- Computer Networking (Java, Python)
- HCI & UX (Human Computer Interactions & the User Experience)
- Web Application and Development (HTML, Java, Django)

CODING LANGUAGES

Java, JavaScript

Professional Working Proficiency

C,C++

Professional Working Proficiency

ASP.NET (C#)

Professional Working Proficiency

Python

Limited Working Proficiency

VB (Scripting Solutions)

Full Professional Proficiency

VBA (Excel Macros)

Full Professional Proficiency

HTML/CSS

Full Professional Proficiency

SQL

Limited Working Proficiency

SKILLS

Problem Solving

Critical Thinking

System Debugging

QA Tools

Communication

Requirements Elicitation

Workflow Analysis

PERSONAL PROJECTS

3D FPS Video Game (Developed in Unity Game Engine) (06/2021 - Present)

- Implemented hierarchical state machines to handle character and held item behavior. (C# Scripts)
- Maintain inventory and item system using Scriptable Objects.
- Modeled 3D items, sprites, textures and animations.

Area Transit Tracking System (01/2017 - 01/2018)

- Farmed live data from local transportation services to more accurately predict arrival times.
- Used a "Raspberry Pi" unit to control colored L.E.D.'s via a breadboard to display transit stopping times. (Python)

Cryptocurrency Trading Bot (Python Web Application) (02/2020 - Present)

- Utilized SSL to authenticate access with the REST API.
- Programmed push notifications triggered by price fluctuations.
- Implemented trading algorithms that operated simultaneously using a decision matrix.
- Hosted application via the software platform 'Docker'.

ORGANIZATIONS AND LEADERSHIP

Theta Chi Fraternity (Xi Chapter) (01/2015 - 05/2017)

Organized philanthropy events each semester to benefit the organization NAMI (National Alliance on Mental Illness).

Operations Manager (Boylan Heights) (12/2017 - 06/2020)

Managed mercantile website and monthly inventory. Trained and on-boarded new hires in every position.

INTERESTS

Athletics

Exercise

Reading

Science Fiction

Video Games