

# Jacob Chisholm

Columbia, South Carolina, United States

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<https://chisholmjacob.github.io/portfolio/>

## SKILLS

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Java, C#, Python, HTML/CSS, Git, GitHub, Bash, Object-Oriented Programming, Data Structures, Recursion, Design Patterns (State, Decorator, Facade), JSON handling

## EDUCATION

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### University of South Carolina, College of Engineering and Computing

Bachelor of Science in Computer Science

Expected Graduation: May 2028

Relevant Coursework: Software Engineering, UNIX/Linux, Calculus, Adv. Coding Techniques

## EXPERIENCE

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### EventScape – Event Management App

Apr 2025 – June 2025

- Built an event management app that allows users to post events with capacity limits and allows users to buy tickets and reservations with fully implemented GUI
- Used Façade classes to improve modularity and implemented databases to save user information
- Collaborated in a team of 4

### Music Maker Java App - Team Project

Jan 2025 – Apr 2025

- Built a Java Swing-based music application with login, song creation/playback, and JSON file persistence
- Used State and Facade patterns to improve modularity and scalability
- Collaborated in a team of 4 and presented final app

### Freelance Web Developer - Portfolio & Client Sites

Mar 2024 – Aug 2024

- Designed and deployed custom websites for small clients using HTML, CSS, and GitHub Pages
- Worked directly with clients to gather requirements, mockup wireframes, and revise live sites based on feedback

## PERSONAL PROJECTS

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- GitHub Pages Portfolio
  - Built personal portfolio site hosted via GitHub Pages using HTML/CSS
- Aim Trainer Prototype
  - Developed an FPS aim trainer to simulate reaction time and improve target tracking by allowing low poly 1v1 using C#
- Trading with AI
  - Developed an live trading bot that will buy and sell positions based on what patterns it recognizes, developed it to improve with the more data and iterations it goes through with positive and negative reinforcement using python