jaccarmac@gmail.com
+1 209 881 7455

Jacob MacDonald
https://jaccarmac.com

https://www.linkedin.com/in/jaccarmac
https://github.com/jaccarmac

Experience

Junior Developer at Stickman Ventures *August 2013 - Present*
Created and maintained internal and client projects in a variety of technologies. Projects included
– A Progressive Web App utilizing Polymer/Firebase/Service Workers
– Applications for embedded and wearable devices, including Google Glass and Raspberry Pi
– An interactive e-commerce site utilizing WebGL on the frontend and PHP/SQL on the backend
– Experiments in getting unofficial languages running in a managed Google App Engine environment

Projects

Chronicled Partner Portal
During the Fall 2016 Neumont quarter, three other students and I are working with Chronicled to create a partner portal for their business in the Enterprise Projects class. Responsibilities include:
– Adding functionalty to a React application with Redux and related technologies
– Self-organizing in a student team while working remotely with Chronicled, who are based in the California Bay Area
– Tracking project progress with code reviews and continuous integration tests

Paleothele informaticus
P. informaticus is my Neumont Capstone project. During the quarter the project took, I:
– Explored the uses of various types of neural networks on natural language and abstract syntax trees
– Helped get a Common Lisp GPU programming library running natively on Windows
– Ran TensorFlow calculations and visualizations from inside Docker containers

quse-package
`quse-package` is an Emacs package containing a macro which composes two package management utilities for Emacs, `quelpa` and `use-package`. I use it extensively in my Emacs init file.

Creative App Engine
Creative App Engine is a collection of tiny projects and talk created for a Google Developer Group event. The projects are demos of deployments to Google App Engine managed environments using languages which are not officially supported.

Drive My Car
Driver My Car was a group projected completed for a web application class at Neumont. I worked on:
– Programming a wireless mircocontroller in Lua to receive and interpret commands
– Managing a queue of messages from a WebSocket connection and sending commands to the microcontroller
– Resolving version control (Git) and deployment (Heroku) issues

Education

Neumont University, Salt Lake City, Utah *October 2014 - March 2017 (expected graduation)*
B.S. Computer Science, GPA: 3.74/4

Modesto Junior College, Modesto, California *August 2010 - December 2013*
Concurrent enrollment during high school, classes included
– Introduction to Computer Science
– Film Production
– Speech and Debate

Skills

Most comfortable with Java, C#, Python, JavaScript, Clojure, Docker, Git, Linux, Emacs
Have worked with PHP, Go, Common Lisp, HTML/CSS, Lua, Fossil, Windows, macOS, Android