Jackson S. Baldwin

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Experience

Epic Systems, Madison WI - 7/2022 - 11/2023

- Led the technical migration of a legacy Visual Basic application to a modern web-based interface, enhancing system maintainability and user experience with a focus on security, utilizing **TypeScript**, **JavaScript**, **React, C#**, **HTML/CSS**, and **MUMPS**.
- Pioneered the 'Subtemplates per Linkable Template' feature, significantly increasing template configurability for administrative security, which allowed conditional subtemplate application based on the associated linkable template.
- Designed and implemented code for multiple projects, ensuring thorough protection measures were in place for user authentication and authorization processes.
- Refactored a substantial legacy codebase and optimized the user recompilation process for improved performance, facilitating the seamless introduction of sophisticated user access management capabilities upon each user login.
- Guided projects through design and code reviews, instituting best practices and emphasizing secure coding standards to minimize risks and enhance system stability.
- Collaborated with cross-functional teams, including Quality Assurance (QA), to detect and correct issues, thereby maintaining the integrity and reliability of the software.
- Conducted rigorous code reviews for peers, offering expertise in secure software development and fostering a culture focused on security consciousness within the development team.

Tutor in C++ - 9/2020 - 12/2020

- Developed **communication** and **teaching skills** while helping class of 2023 students learn basic C++ principles

Education

Michigan State University, East Lansing - 9/2018 - 5/2022 - *B.S. in Computer Science Engineering* - GPA: 3.9

- Developed an audit management **iOS Application** for United Airlines Quality Assurance using **Xcode**, **SwiftUI**, **AWS**, and **SQL**.
- Mastered technical concepts including Data Structures, Algorithms, OOP, Operating Systems, and Computer Architecture through hands-on application in **C**, **C++**, **Python**, and **ARM assembly**.
- Implemented advanced **SQL** queries to manage and analyze relational data structures, enhancing database interactions.
- Applied **Software Engineering** principles, including **Agile** methodologies, to draft a **Software Requirements Specification** for a pedestrian collision avoidance system.
- Consistently achieved academic excellence, making the MSU **Dean's List** for 5 semesters.
- Completed a variety of Computer Science projects: https://github.com/jackbaldwin24/Classwork

Personal Projects

Amp - Music Event Platform (In Development)

- **Technologies: React Native, AWS Amplify**
- **Overview:** Leading the development of "Amp," a forward-looking mobile app designed to revolutionize the way users engage with the music event scene. The platform aims to enable event discovery, media sharing, and direct interactions among users, artists, promoters, and venues.

- **Current Capabilities & Contributions:**
  - **Events List:** Developing a core feature to allow users to find and explore music events.
  - **Database & Infrastructure:** Laid the foundation with a scalable database schema and AWS Amplify for backend support, preparing for future functionalities.
- **Planned Features:**
  - **Media Sharing:** In the design phase to enable users to upload pictures and videos to event pages.
  - **Comprehensive Profiles & Pages:** Plans to introduce profiles for users, artists, and promoters, as well as dedicated pages for venues and artists to connect with their audience.
- **Achievements:**
  - Successfully designed a robust infrastructure capable of supporting the app's ambitious feature set.
  - Initiated development of key features, setting the stage for a comprehensive music event platform.

Rubik's Cube Terminal Application - 9/2020

- Used **Python** and color values from **Sty** to create a 2D representation of a 3x3 Rubik's cube
- User **inputs** a series of moves, and colors are mapped to their appropriate locations
- **Goals:**
  - Given a scrambled cube, find the **shortest sequence of moves** that will solve the cube
  - **GUI** with a 3D representation
- https://github.com/dixonwi3/RubixCube