jack ashburn

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# Objective

| Full-time computer science/programming employment after December 2023 graduation to apply my knowledge, collaborate, and continue to learn and add to my skill set. |
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# Education

| December 2023 (expected) | B.A. Computer Science with minor in Space   Boulder, CO,  University of Colorado at Boulder |
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# Experience

| May 2022 - Present | Programming Intern,  ePac LLC San Diego, CA and Remote   * Created customizable 3D models for plastic pouches to use as a live preview for online shopping (HTML, JavaScript, Three.js library, C#) * Took on small ticket items from the team’s Story Board * Participated in daily standup meetings and experienced working with an IT team |
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# Skills & Abilities

| *Familiar Languages*: C, C++, HTML, JavaScript, Python, Java  *Technical Writing:* Wrote an IEEE-format academic piece on common API documentation issues, studied efficacy and different types of publishings  *Communication and Leadership:* Executive and other roles in fraternity at CU Boulder |
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# relevent coursework

| Software Development   * Collaborated with a team to produce a website for sending ecards * Learned about the Agile development procedure   Algorithms   * Worked with basic algorithms such as Dijkstra’s Algorithm as well as flow networks and other basic algorithm structures * Learned fundamentals of algorithms like greedy behavior and time complexity   Object Oriented Analysis & Design   * Learned many properties of objects and inheritance as well as OO paradigms (i.e. Singleton pattern, Observer pattern, etc.) * Created a text-based car dealership simulator and a simple video game in Unity using OO programming |
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