

JACK DE LA MOTTE

COMPUTER SCIENCE STUDENT AT CAL POLY

I'm a team-oriented developer who's captivated by deconstructing complex problems into smaller ones that can be solved by writing well-tested, production-quality software. For me, getting to solve problems is about making an impact. Whether making a process work faster for a user or team or adding a helpful, time-saving feature, I want to find out how our code can make the digital world a better place.

CONTACT

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SKILLS

- ⌘ C#, Blazor, .NET 5, Entity Framework
- ⌘ C, Python, Java, SQL, Assembly, Bash
- ⌘ JavaScript, HTML, CSS, Bootstrap
- ⌘ React, Node.js, Express.js, MongoDB
- ⌘ Ultra running

EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY - SAN LUIS OBISPO

- ⌘ B.S. Computer Science
- ⌘ Planned completion: December 2022
- ⌘ GPA: 3.9

PROJECTS

STRAVA API

Developed a Python script to pull and parse more than two years worth of activity data from Strava's API for personal training insights and plotting GPX data using the Leaflet mapping API.

(Private GitHub repositories available upon request)

C SHELL

Built an interactive Unix shell with C that supports all basic commands by forking and running child processes. Also supports I/O pipelining.

ML CLASSIFICATION MODELS

Implemented RandomForest, K-Nearest Neighbors, C4.5, and Hierarchical Clustering data classification algorithms using Python, Pandas, and NumPy. Cross-validated each model using real datasets and recorded accuracy rates above 95%.

EXPERIENCE

SOFTWARE ENGINEERING INTERN

@ THE PARABLE GROUP

NOV '20 - SEP '21

Developed a SaaS application on Azure used by more than 600 independent stores and brands by building an expansive and reusable component library, improving site efficiency, and updating error handling practices.

Grew and maintained an outward facing retail site framework using Blazor and C# that supports more than 15 websites reaching upwards of 5,000 users weekly.

Deployed a .NET Web API for getting user geolocation data saving my company significant operating expenses from outsourcing.

CLUB MEMBER

@ CAL POLY UX

JAN '20 - JUN '20

Conducted thorough user research and translated findings into a Figma UX spec for a complete redesign of the Cal Poly iOS application.

CLUB MEMBER

@ CRU SOFTWARE DEV TEAM

SEP '19 - MAR '20

Maintained the Cru Cal Poly website using React, Node, Express, and MongoDB.

RELEVANT COURSES

- ⌘ Data Structures, Algorithms
- ⌘ Systems Programming, OOP
- ⌘ Discrete Structures
- ⌘ Computer Architecture
- ⌘ Applied Parallel Computing
- ⌘ Software Engineering
- ⌘ Data Mining, Statistics