JACK DE LA MOTTE

COMPUTER SCIENCE STUDENT @ 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, MIPS
⌘ JavaScript, HTML, CSS, Bootstrap
⌘ 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.

MIPS CACHE SIMULATOR

Designed a series of seven MIPS caches in Java with sizes ranging from 2-4KB and differing numbers of indices to evaluate performance and hit rate when caching large amounts of data.

EXPERIENCE

SOFTWARE ENGINEERING INTERN
@ THE PARABLE GROUP

NOV '20 - PRESENT

Developing 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.

Growing and maintaining 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

Contributed simple React components to the Cru website and made accessibility improvements.

RELEVANT COURSES

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