

# Jack de la Motte

971-371-6889 | [jack.delamotte13@gmail.com](mailto:jack.delamotte13@gmail.com) | [linkedin.com/in/jackdelamotte](https://www.linkedin.com/in/jackdelamotte) | [github.com/jackdelamotte](https://github.com/jackdelamotte)

## EDUCATION

### California Polytechnic State University

*Bachelor of Science in Computer Science*

- GPA: 3.9

San Luis Obispo, CA

Sep. 2019 – Dec. 2022

## EXPERIENCE

### Software Engineer

*Rebellion Defense*

- Helping build Rebellion Nova.

Jan. 2023 – Present

*Remote*

### Software Engineering Intern

*New Relic*

- Reconstructed an existing web integration test harness to use a light-weight console multi-function app resulting in a 60% reduction in average test completion time
- Migrated MySQL, Microsoft SQL Server, CosmosDB, RabbitMQ, and PostgreSQL integration tests to a new test fixture utilizing a console app
- Automated an internal customer data scraping script with Python and GraphQL that analyzes 5 key metrics from more than 6,500 customers daily
- Built a Slack app that queries nuget.org in order to notify my team of any updates to our 12 key client integrations

June 2022 – Sep. 2022

*Portland, OR*

### Software Engineering Intern

*The Parable Group*

- Developed a Blazor 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 that supports more than 25 websites reaching upwards of 5,000 users weekly
- Deployed a .NET Web API for getting geolocation data resulting in company savings from avoided outsourcing
- Designed and implemented a bare git repository on a shared drive to streamline an internal API workflow

Nov. 2020 – Sep. 2021

*San Luis Obispo, CA*

### User Experience Researcher

*Cal Poly UX*

- Conducted thorough A/B testing and user interviews for constructive design feedback over 20 weeks
- Translated research results into an actionable Figma UX spec for a complete redesign of the Cal Poly iOS app
- Engaged in discussions with industry professionals to provide team with qualified design input on 2 key milestone initiatives

Dec. 2019 – June 2020

*San Luis Obispo, CA*

## PROJECTS

### Static Analyzer | C#, Roslyn

- Interfaced with Roslyn compiler APIs to traverse syntax tree and provide analysis for more than 15 C# language patterns that can be improved with newly available .NET features
- Provided automated in-IDE code-fix capabilities for every analyzer diagnostic by restructuring individual document syntax trees
- Packaged analyzers and code-fixes into a publishable Visual Studio extension

March 2022 – Present

### Craigslist-esque Website (PolyGold) | JavaScript, React, Express, MongoDB, Heroku

- Built a full stack web-app with React, Express, and MongoDB to provide a sustainable item sharing platform for more than 60 Cal Poly students
- Managed the product scope, technical requirements, user stories, and development planning over 10 weeks
- Constructed a CI pipeline using GitHub actions that runs tests and launched site to production on Heroku

Sep. 2021 – Dec. 2021

## TECHNICAL SKILLS

**Languages:** C#, Python, C/C++, Java, MySQL, PostgreSQL, JavaScript, HTML/CSS, R, Standard ML, Scala

**Frameworks:** React, Node, Express, MongoDB, Blazor, .NET, xUnit, Spark, Hadoop

**Other:** Docker, Git, GitHub, Heroku, Azure, OpenMP, Pandas, NumPy, Matplotlib, Axios, Figma, Sci-Kit Learn