

# JACK DE LA MOTTE

## COMPUTER SCIENCE STUDENT @ CAL POLY

(and a fan of taking up excessive whiteboard space to diagram problems)

I am a highly driven student who is passionate about finding computer science applications in the real world. Software provides a unique way of approaching problems and my goal is to find myself at the intersection of problem solving and creating the best possible user experience.

## CONTACT

(971) 371-6889

[jdelamot@calpoly.edu](mailto:jdelamot@calpoly.edu)

[jackdelamotte.com](https://jackdelamotte.com)

[linkedin.com/in/jackdelamotte](https://linkedin.com/in/jackdelamotte)

[github.com/jackdelamotte](https://github.com/jackdelamotte)

## SKILLS

### HARD

- ⌘ C# 
- ⌘ Blazor 
- ⌘ C 
- ⌘ HTML/CSS 
- ⌘ OO Design 
- ⌘ Python 

### SOFT

- ⌘ Self-starter
- ⌘ Team player
- ⌘ Creative problem solver

## EDUCATION

### CAL POLY SLO

- ⌘ Junior Computer Science Major
- ⌘ GPA: 3.9
- ⌘ Graduating Spring 2022

## RELEVANT COURSES

- ⌘ Data Structures
- ⌘ Systems Programming
- ⌘ Project Based OOP
- ⌘ Design and Analysis of Algorithms
- ⌘ Discrete Structures
- ⌘ Computer Architecture

## EXPERIENCE

### SOFTWARE ENGINEERING INTERN

#### @ THE PARABLE GROUP

Nov '20 - PRESENT

Developing progressive web applications with C# and Microsoft's Blazor framework

Perfecting The Parable Group's newest web product, Switchback by designing new interactive components, improving metric accuracy, and increasing efficiency

Utilizing .NET 5 best practices for full stack web development

### CLUB MEMBER

#### @ CAL POLY UX

JAN '20 - JUNE '20

Learning about user experience design concepts alongside an interdisciplinary team that completely redesigned the Cal Poly iOS application.

Conducted thorough user research with our app prototype in order to help team members identify features that could be improved.

### FRONT DESK STAFF

#### @ ROSE CITY FUTSAL

JUNE '18 - SEPT '19

Oversaw crucial facility operations and connected clients with leagues, training programs, and teams that fit their goals.

