

JACK GUSLER

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Software Engineer

New Paltz, NY, US

Dynamic and results-oriented Software Engineer with a proven track record of developing innovative solutions.

Proficient in a wide array of programming languages and technologies, adept at translating complex requirements into streamlined, efficient code. Demonstrated ability to thrive in fast-paced environments, delivering high-quality products while meeting tight deadlines. Passionate about continuous learning and staying abreast of emerging technologies to drive impactful contributions to projects and teams. Strong team player, able to collaborate effectively within cross-functional teams, fostering a positive and productive work environment. Adaptable and flexible, willing to embrace evolving project requirements and technological landscapes. Innovative thinker, capable of proposing novel solutions to complex technical challenges, driving continuous improvement and innovation within projects.

Education

Bachelor of Science, Computer Science with a Minor in Digital Design and Fabrication | August 2020 – May 2024

State University of New York New Paltz, New Paltz, New York

- Minor in Digital Design and Fabrication
- Cumulative GPA: 3.17/4.00 — Major GPA: 3.06/4.00 — Minor GPA: 3.86/4.00
- Dean's List: Spring 2023, Fall 2023

Areas of Expertise

- Programming Languages
- Web Development
- Database Management
- Software Development
- Version Control Systems
- DevOps Practices
- Software Architecture
- Testing and Debugging
- Problem-solving Skills
- Communication
- Continuous Learning
- Documentation
- Security
- Performance Optimization
- Mobile Development

Relevant Skills

Technical Expertise

- Proficient in JavaScript, particularly vanilla JavaScript (ES5+), Node.js, Vue.js, and MongoDB, while actively monitoring advancements in development-related tools, frameworks, methods, and architectures.
- Experience in deploying and managing applications on cloud platforms, specifically Render and Vercel, with a focus on optimizing performance, scalability, and availability.
- Experienced in integrating with various third-party providers, adept at creating and managing APIs, and dedicated to optimizing performance and page speed in web development. Familiar with modern collaborative Agile and Scrum SDLC tools, including Git, Jira, and planning poker.

Operating System Knowledge

- Adept in object-oriented programming principles, with a solid grasp of analytical thinking, problem-solving, communication, debugging, and testing abilities.
- Well-versed in both Linux and Windows operating systems, ensuring versatility in navigating diverse computing environments.

Communication Skills

- Effective collaboration and teamwork, fostering productive relationships and synergy within multidisciplinary teams.
- Exceptional time management and prioritization abilities, ensuring efficient task completion and meeting project deadlines.

Project Experience

3D-Printer Queuing Software

January 2024 — May 2024

Vue.js, Bootstrap, Flask, SQLite

Implemented Scrum framework with Atlassian's Jira and Git Version control for software development for the Hudson Valley Advanced Manufacturing Center. Utilized web sockets to monitor progress, time, and temperature for concurrent printing jobs, enhancing operational visibility and efficiency.

- Secured an AYURE grant for a team consisting of three students.
- Designed using Model-View-Controller pattern, integrating multi-threading and web sockets for front-end to back-end communication for an array of 3D printers.

Budgeting Website Application

October 2023 — November 2023

Vue.js, Bulma, Express.js, AWS DynamoDB, AWS Lambda

Created a mobile budgeting application with user-friendly functionalities for tracking expenses, setting goals, and visualizing data. Integrated AWS DynamoDB to store and oversee user data for the web-based platform, enhancing system efficiency and performance.

- Supervised the entire deployment and hosting of a dynamic web application, leveraging AWS Lambda functions for scalability and cost-effectiveness.

Point of Sale System

January 2023 — May 2023

Vue.js, Bulma, Express.js, MongoDB, Render

Deployed a robust and efficient system, hosting the application on Render. Employed Agile and Scrum methodologies to manage the development process, ensuring rapid iterations and timely delivery of high-caliber software.

- Contributed significantly to a collaborative team effort in developing an innovative Point of Sale (POS) system.
- Produced detailed system architecture diagrams and documented project work comprehensively, facilitating smooth comprehension and knowledge transfer among team members.

Professional Experience

SMD Media, Brewster, New York

May 2023 — August 2023

Marketing Assistant Intern

Conducted market research and analysis. Supported the creation of marketing materials and campaigns. Contributed to strategy development. Engaged with customers for feedback. Assisted in organizing promotional events.

- Optimized order entry, invoicing, and accounts functions, enhancing operational efficiency.
- Exhibited meticulousness and efficiency in maintaining Excel spreadsheets and generating monthly reports.
- Cultivated professional communication with clients and vendors via email.
- Ensured adherence to tax regulations by timely payment of employment taxes to IRS and state authorities.

LocalLive, Stamford, Connecticut

September 2023 – April 2024

Game Producer

Coordinated with development teams to define sport event goals and timelines. Managed budget allocation and resource distribution for efficient project execution. Collaborated with team members to ensure smooth operation and event coverage.

- Produced 100+ high-quality recordings of high school sports events, maintaining a 4.9-star rating from clients.
- Facilitated professional communication with administrators via Discord.

Technical Proficiencies

Languages: JavaScript, Python, Java, C, C++, C#, HTML/CSS, SQL

Developer Tools: VS Code, Processing, AWS Lambda, AWS DynamoDB, AWS API Gateway, MongoDB, SQLite

Technologies/Frameworks: Vue.js, Express.js, Flask, Node.js, p5.js, Render, Vercel, GitHub, Jira, Rhino 7,