Jackson Horton

SOFTWARE DEVELOPER

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Work Experience

Joint Accounts   *Martin, Tennessee*

Software Developer   *May 2023 - Present*

- Development in an AWS enviornment with a CI/CD workflow.
- Deleoped iOS apps that integrate with server APIs to interact with a database.
- Designed PCBs that integrate both hardware and software components together.
- Programmed for Arduino-based microcontrollers.

Discovery Park of America   *Union City, Tennessee*

Technology Support Specialist   *January 2021 - August 2023*

- Blah blah, stuff.
- **Technical Skills:** Python with PyTorch, NumPy, Matplotlib, Pandas, Scikit-learn, C++, Ubuntu Linux, Linux tools, Apt, Scripting, Git.
- **Soft Skills:** Teamwork, Time Management, Communication, Presentation skills.

Skills

Languages

Python, C++, Javascript (HTML/CSS), Java, C#, SQL, PHP.

Experience

PCB design, Arduino-based systems, app development.

Miscellaneous

Linux, LaTeX, Microsoft Office, Git.

Education

The University of Tennessee at Martin   *Martin, Tennessee*

MBA in Computer Science   *Graduated 2024*

- Graduated with 3.7 GPA
- **Relavant Coursework:** Comparison of Programming Languages, Data Structures and Algorithms, Algorithm Design and Analysis, Computer Organization and Architecture.

Westview High School   *Martin, Tennessee*

High School   *Graduated 2020*

- Graduated with 3.9 GPA

Projects

Peg Game: Software Engineering Term Project

University of Tennessee at Martin   *Spring 2023*

- A recreation of the classic Cracker Barrel peg game which features a move highlighting/checking algorithm and leaderboard.
- Designed to implement various design patterns to accomplish a goal (e.g., factory method, strategy pattern).
- **Technical Skills:** C#, WPF framework, git, LaTeX, Dia.

UDPsend

- Tool to transmit UDP network packets to a specified address.   *Feb 2022 - Nov 2022*
- Written as a personal assistance tool to help debug digital signage devices.
- **Technical Skills:** Python, Tkinter, py2exe, git.

Capstone Project: Tale of Adlez

University of Tennessee at Martin   *May 2023 - December 2023*

- Top-down, 2D, single-player action-adventure game designed using the Unity Engine. Heavily inspired by The Legend of Zelda series.
- Experienced developing in a git enviornment alongside other developers. Learned how to properly work in git, and how to manage branches, pull requests, and merges.
- **Technical Skills:** Unity, C#, LaTeX.

References available upon request.