

Jackson Pogue

San Antonio, TX | jacksonpogue3@gmail.com | [LinkedIn](#) | 210.238.2797

EDUCATION

Schreiner University

Kerrville, TX

Bachelor of Science in Computer Science

Aug 2022 – May 2026

- Presidential Scholarship Award
- 4.0 GPA

RECENT WORK EXPERIENCE

Self-Employed

San Antonio, TX

iOS Engineer, Freelance

Oct 2023 – present

- Building and servicing native iOS applications with SwiftUI in Xcode. Experienced in all facets of mobile engineering such as product management, interface design, development, backend components, and resource management/allocation.
- Collaborating with clients to understand project requirements and deliver custom, high-performance iOS applications. Skilled in API integration, troubleshooting, and ensuring seamless user experience across devices.

Peterson Health

Kerrville, TX

IT Intern

Feb 2024 – May 2024

- Assisted IT team with troubleshooting and providing solutions to technical problems around the hospital system in Kerrville, providing support to 500+ users.
- Created and maintained documentation for general IT processes, network configurations, and hardware inventory for the IT department's future use.
- Contributed to the creation of bootable OS images for devices around the hospital.

Schreiner University

Kerrville, TX

Undergraduate Researcher

Oct 2023 – present

- Conducting research for the Computer Science Department at Schreiner University. Research has included concepts in machine learning/artificial intelligence and software engineering.
- Most recent project covered the research and application of reinforcement learning (Q-Learning) algorithms in daily stock trade.

PROJECTS

iOS Application for Texas Lions Museum

- Developed a native iOS application upon request of a museum in Kerrville, TX. The app is currently being utilized at the museum and abroad to capture lasting memories and testimonials for the organization. Responsible for developing all phases of the project and worked closely with the client to deliver a product that was suited for the needs of the museum.

Reinforcement Learning in Stock Trade

- Spent 4 months researching and applying Q-Learning algorithms to stock trade for predictive trading. After building the RL model and using an HDB with 2 years of data, the model was able to successfully merit up to a 500% profit after several iterations of training.

iOS Beta Application for Startup

- Currently leading the development for a soft-launch beta for a startup company. The project is slated to launch in Q1 2025 and will be used for in-house research and testing prior to a public release. Subject to NDA, no further details available.

SKILLS

Software Engineering: Swift, Python, C++, HTML, Dart, Xcode, Visual Studio, Flutter, Firebase, Cloud Firestore, Object-Oriented Programming, SwiftUI, UIKit

Management: Agile Methodology, Software as a Service (SaaS), Software Development Life Cycle (SDLC), Continuous Integration and Continuous Delivery (CI/CD), Git, UI/UX Design, Figma