

# Jacky McGrath

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[jackym.me](http://jackym.me)  
[Github: jackyym](https://github.com/jackyym)  
[linkedin.com/in/jacky-mcgrath/](https://linkedin.com/in/jacky-mcgrath/)

## Relevant Skills

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- **Languages:** C#, C, C++, Java, Python, and Javascript
- **Software:** Unity Engine; Adobe Photoshop, Illustrator, and Animate
- **Technology:** Virtual Reality, Git, Game Design/Programming

## Partial Employment History

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**University of Massachusetts Lowell**, Lowell, MA

Software Developer and Graphic Designer, May 2019 - September 2020

- Worked in a small team to develop a research tool used to assist in collecting data pertaining to how often and under what conditions people choose to take a plea deal.
- Utilized Qualtrics combined with Javascript/HTML to control survey flow, data collection, variable randomization, and an avatar customization system.

**\* Place of Work Not Listed \***, Lowell, MA

Office Assistant, June 2017 - August 2018

- Processed and filed various paperwork pertaining to Court Service of Process, Evictions, and Summons/Subpoenas.
- Prepared invoices using Quickbooks; received and processed payments from clients.

## Projects

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### **X-Browser**

Software Engineering I

- Worked on a team to develop a multi-browser development tool according to a fake client's specifications.
- Learned about agile development frameworks and utilized Scrum meetings to collaborate with team members.
- Carefully planned the software's structure by creating a variety of diagrams including use-case, state, class, function, and system diagrams
- Used the Python framework Kivy to develop two prototypes of the software.

### **Other Projects**

- Visit my website, [jackym.me](http://jackym.me), to view my full portfolio.

## Education

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**University of Massachusetts Lowell**

- B.S. in Computer Science
- Minors in Graphic Design and Math

Graduated Fall 2020  
GPA: 3.361/4.0