



JACOB GOMEZ HANSEN

SOFTWARE DEVELOPER

MY CONTACT

- 📞 +47 405 17 255
- ✉ jacobg431@gmail.com
- 🌐 jacobgomezhanzen.net
- 🔗 github.com/jacobg431
- 📍 Halden, Norway

EXPERTISE

- Full-Stack Programming
- Web Development
- Mobile App Development
- Embedded Programming
- Data Engineering
- Data Warehouse

TECHNOLOGIES

- Python | Flask | Django
- Java | Spring Boot
- C++
- C# | .NET
- JavaScript | React
- SQL Server | MySQL

ABOUT MYSELF

Recently graduated computer engineer with a strong passion for software development. I have several years of experience volunteering in organizations, and over two years of relevant job experience. My special expertise include building and delivering full-stack solutions on the web, solving complex problems programmatically, as well as engineering robust database solutions. The next item on my bucket list is securing an interesting and challenging career with both horizontal and vertical growth opportunities.

EDUCATION

Østfold University College | Aug 2021 – Jun 2025

Bachelor's Degree in Computer Engineering

The field of computer engineering lies at the intersection of computer science and electronics engineering. My studies have taught me how to develop and maintain various IT systems in accordance with business needs and scientific knowledge. Although my education has provided me with interesting insight into hardware systems, my primary passion is directed towards developing software solutions.

Halden videregående skole | Aug 2018 – Jun 2021

High School Education

My high school education was geared towards science, math, and technology. Among the elective courses i took were Research & Technology, Information Technology, Graphic Design and Physics. During this time, I was introduced to the field of programming and web development. Some of my favorite activities included building my own drone from scratch, designing a board game, and calculating satellite orbits around planetary bodies.

EXPERIENCE

Rema 1000 | Oct 2024 – Present

Retail Employee

My daily work tasks include just about what you would expect – operating the check out register, serving costumers, and stocking shelves. However, my time in this role has opened my eyes to the potential for digitalizing the retail industry. I am currently developing an app which will reduce spent time and risk of human errors in cash registers, as well as make training of new employees easier.

Key technologies: Android Studio, Java.

Fresenius Kabi | Sep 2021 – Feb 2024

IT Intern

I spent the first six months working with the production department, to help automating various business tasks. Afterwards, I was moved to the IT department, where I was introduced to projects involving web development and business intelligence. The role gave me practical experience with software development in both frontend and backend environments.

Achievements:

- Developed two web applications to help business users analyze existing data.
- Designed multiple Power BI presentations.
- Took the initiative to plan an upgrade of their existing database management system.
- Automated business tasks through document macros in Excel.

Key technologies: Python, PHP, JavaScript, VBA, SQL Server, Microsoft IIS, Power BI.

VOLUNTEERING

I strongly believe that your right to complain is limited by the effort you put into solving the problem. This mentality is what got me into politics in the first place. Although a lot of social issues are complex and seem overwhelming to address, I have experienced first-hand that a bunch of interesting things can happen when I take the initiative.

Halden Progress Party Youth | Dec 2024 – Present

Board Member

Together with other young, politically engaged people from my hometown, I have constituted a new local branch of our youth party. My responsibilities include documenting board meeting decisions in minutes, help organizing various activities, and advising the other board members based on my prior experience.

Halden Progress Party | Jul 2020 – Dec 2022

Member of Nomination Committee | Jan 2022 – Dec 2022

I contributed to nominating individuals for the party's ballot list in correlation to the Norwegian local elections of 2023. This role improved my networking and intercommunication skills. In addition, I gained valuable insight into democratic processes.

Deputy Leader | Jul 2020 – Aug 2021

This is the most responsibility-laden political position I have ever held, which was especially demanding during the Covid period. I contributed with my experience from volunteering in the Progress Party Youth organization, FpU, to strengthen the local party administratively. By having held this position, I grew a lot as person through handling political and organizational challenges.

Fredrikstad Progress Party Youth | Oct 2018 – Aug 2021

Chairman | Oct 2019 – Aug 2021

I lead board meetings, managed the local party division's daily operations, and was the face of the local party outward to young voters. My mission was to ensure young had a platform on which they could express their opinions and participate in political discussions.

Treasurer | Oct 2018 – Oct 2019

The introduction to the political life was a rich learning experience. I received training on how to administer a voluntary organization in accordance with to Norwegian laws. My main responsibilities were to manage the daily economical operations of the party division and offer economic consultancy to the other board members.

PROJECTS

Bachelor Thesis

Sponsored by Kongsberg Digital

To what degree can a digital solution streamline and automate the scheduling of industrial maintenance? To answer this question, my thesis project members and I conducted research into current scheduling practices, the possible benefits of introducing automated scheduling, and the feasibility of developing such a product. Our study uncovered market demand and confirmed feasibility. However, we also identified obstacles and challenges regarding data accessibility and quality. We collaborated closely with several industrial companies, through interviewing domain experts in the field of industrial maintenance supervision.

In conjunction with the empirical research, we developed a web-based prototype to demonstrate how the concept of automated scheduling can be turned into a useful and value-adding tool. The prototype was developed with React in the frontend and with .NET and C# in the backend. I was in charge of developing the backend, where I utilized several

technical processes including database engineering, entity normalization, entity relationship modelling, object-relational mapping through Entity Framework, and programmatic implementation of algorithms.

Key technologies: .NET, C#, JavaScript, React, SQLite

Create a CV

Own Initiative

Together with another developer, I created a web application written in React and Spring Boot that automatically creates a CV based on user form input. This project taught me how to utilize modern frameworks according to best practices. I was also introduced to CI/CD pipelines and Kanban-based project management through GitHub. Docker was used to finally deploy the application on a web server.

Key technologies: Java, Spring Boot, JavaScript, React, Docker

Make GPT Laugh

Global Game Jam 2024

The objective of a game jam is to develop a video game in a short period of time, often subject to certain requirements. During this game jam, I developed and published my first ever video game, together with two other developers, in less than 48 hours. The game was called "Make GPT Laugh", in which you are instructed to form a sentence from a selection of random words. Keep ChatGPT amused, and you will keep on living.

This project was my first introduction to Godot, which is an open source game engine. I gained experience in working with an application throughout its lifecycle in a team with other developers, from initial planning to final publishing and distribution. My other big takeaway from this project was gaining insight into working with ChatGPT API.

Key technologies: Godot, ChatGPT API

Video Game Modification

Own Initiative

Video game modification - more commonly referred to as "modding" - is the process of altering assets or code in an existing video game, in order to change or add to the gameplay experience. I made two different music mods for a game called Breath of the Wild. Tinkering with various files and assets taught me a lot about how modern video games function "under the hood", especially how they handle sound assets.

Key technologies: Audacity, Affinity Photo

CERTIFICATES

CPA - C++ Certified Associate Programmer

Issued Jun 2024

Demonstrates knowledge of universal concepts of computer programming, the syntax and semantics of the C++ language, the implementation of OOP in the C++ language, and solving various tasks with the help of standard C++ libraries.

PCPP1 - Certified Professional Python Programmer Level 1

Issued May 2024

Demonstrates proficiency in the advanced use of classes and OOP features in the Python programming language. I have learned how to implement best practices for code writing, and how to work with some of the most important Python Standard Library modules.

PCAP - Certified Associate Python Programmer

Issued Apr 2024

Demonstrates familiarity with advanced aspects of programming, including OOP, working with modules and packages, exception handling, string operations, list comprehensions, generators, and file processing.