NICHOLAS JACOBS

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EDUCATION

Iowa State University   Expected: Fall 2025
Bachelor of Science, Computer Science (GPA: 3.92/4.0)   *Ames, IA*

Des Moines Area Community College   January 2021 - December 2022
Associate of Applied Science, Computer Information Systems   *Des Moines, IA*

TECHNICAL SKILLS

Languages: Java, C#, HTML, CSS, JavaScript, SQL, Python, XML, PHP, PowerShell
Frameworks & Libraries: Spring/Spring Boot, Maven, JUnit, Vaadin, JavaFX, Swing, AWT, ASP.NET/ASP.NET MVC, JQuery, libGDX
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ IDEA, Eclipse, Dreamweaver, FileZilla
Methodologies: Agile, Waterfall, Feature-driven development, Scrum, Kanban
Database Management Technologies: MySQL, MS Access, Oracle Database, Tableau
Design & Image Editing Tools: Adobe Photoshop, Adobe XD (Designing Wireframes/Website Templates)
Project Management & Collaboration Tools: MS Office, Google Workspace, Virtual Meeting Platforms

PROFESSIONAL EXPERIENCE

Iowa Army National Guard   April 2015 - Present
11C Indirect Fire Infantryman (Rank: E-5/SGT)   *Charles City, IA*

- Served as a Mortar Squad Leader responsible for the training, welfare, morale, and administration of four Soldiers
- Operated and maintained weapons and equipment valued at over $250,000, ensuring unit readiness and accuracy of the equipment during field operations
- Served as Unit Prevention Leader, responsible for administering random drug tests on 10% of the unit each month following the Army Substance Abuse Program, achieving 100% unit compliance
- Deployed mortar systems in various terrains and combat scenarios and safely transported and handled ammunition with 0 negative incidents
- Conducted over 80 successful fire missions as base gun as a newly appointed squad leader
- Conducted security operations during a 9-month deployment, guarding ammunition and equipment valued at over $750,000

PROJECTS

Personal Site
HTML, CSS, JavaScript, GitHub, FileZilla   January 2022 - Present

- Developed and hosted a personal website displaying homework assignments from various classes
- Utilized File Transfer Protocols to update the site with new assignments continually
- Developed a personal portfolio site and hosted it as a subdomain of the original site.
- Increased security of the domain by acquiring and installing both an SSL Certificate and a dedicated IP address
- Consistently updated both sites in GitHub repositories to learn version control and to backup files

Hotdog Game
Java, Maven, GitHub   September 2023 - October 2023

- Developed a game in Java as a personal project to better learn the language by putting a personal twist on the classic snake game
- Constructed UML class diagram to ensure the program correctly implements Object-Oriented Programming concepts, including inheritance, polymorphism, encapsulation, and abstraction
- Implemented various APIs to construct an executable desktop Java application complete with a GUI, audio, and repeatable game loop, learning Java concepts such as file handling, Java IO, threading, and serialization
- Designed and implemented an algorithm that stores and updates the player's position using data structures such as Arrays and ArrayList
- Ensured program methods perform as intended through unit testing using the JUnit Framework