

Jack Sheridan

Full Stack Software Engineer

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EXPERIENCE



Odyssey, Chico, CA — Full Stack Software Engineer

JULY 2020 - JULY 2021

Contract built a web application that splits an image into a grid, provides each tile to participants, and reassembles an image from the participants' uploaded recreations.



Do All, Remote — Mobile Software Engineer

DECEMBER 2019 - MARCH 2021

Contract built an app that connects via Bluetooth Low Energy to a skeet thrower to 'pull' skeet or toggle the wobbler. Includes voice recognition for hands-off control.

EDUCATION

UC San Diego

JACOBS SCHOOL OF ENGINEERING

UC San Diego — Bachelors in Computer Science

SEPTEMBER 2018 - JUNE 2021

Studied basic software topics, data structures, algorithm design, computability and complexity.

UC San Diego — Masters in Computer Science

SEPTEMBER 2021 - JUNE 2022

Focusing on Computer Systems depth: software engineering management, database design and implementation, distributed computing and distributed networked systems.

PROJECTS



Assassin — Full Stack Mobile App

APRIL 2017 - PRESENT

Built an app that facilitates a competitive last-man-standing tag game.



Triton Dine, UCSD — Mobile app

SEPTEMBER 2018 - SEPTEMBER 2021

Built an app that connects to the UCSD dining dollar service and budgets dining dollars for the rest of the school year.

SKILLS

iOS Development:

- XCode Platform
- Swift
- SwiftUI
- UIKit
- In App Purchases
- Paid Applications
- App Store Connect Management

Android Development:

- Android Studio Platform
- Java
- Kotlin
- XML Layouts
- Google Play Console Management

Web App Development:

- ReactJS
- Typescript
- HTML
- CSS
- JavaScript

APIs and Backend Development:

- NodeJS/NPM
- Express
- JavaScript
- TypeScript
- MongoDB
- PostgreSQL
- Nodemon
- PM2
- Linux: Debian and Ubuntu
- Nginx Web Server/Reverse Proxy
- JWT Authentication
- TLS certification with Let's Encrypt