

Jack Sheridan

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SUMMARY

Masters in Computer Science Graduate who has extensive hands-on experience developing fault tolerant, scalable, and performant full-stack systems. Possesses a strong track record of leading and collaborating with diverse international teams.

EDUCATION

University of California, San Diego, June 2022 – Master of Science, Computer Science Cum Laude ~ GPA: **3.9**
Specialization on Computer Systems: software engineering management, database design and implementation, and distributed networked systems.

University of California, San Diego, June 2021 – Bachelor of Science, Computer Science Cum Laude ~ GPA: **3.8**

EMPLOYMENT HISTORY

Senior Full-Stack Software Engineer | Citizenly | Portland, OR July 2022 - Present

- Leading an international team designing and building a TypeScript backend infrastructure as well as an extensible relational data model for a large data pipeline.
- Developed a performant internal administrative application in Flutter.
- In charge of all DevOps, as well as automated AWS deployment to S3, Cloudfront, Lambda, RDS, and EC2 .
- Founder & CEO John Horton reference available upon request.

Full-Stack Software Engineer | Odyssey Teams | Chico, CA July 2020 - March 2022

- Developed a React web application that handles live team building events and builds a tiled image out of many uploaded images.
- Constructed NodeJS backend server that handles sign in with Google, as well as PNG image upload, manipulation, and download.
- Co-Founder Lain Hensley reference available upon request.

Mobile Application Developer | Do-All Outdoors | Nashville, TN December 2019 - March 2021

- Developed both an Android and an iOS application that connected via Bluetooth Low Energy to a skeet thrower to 'pull' skeet or randomize the throwing angle.
- Worked with a team of hardware engineers to coordinate with an existing BLE protocol in the mobile implementation.
- Utilized on-device speech detection to trigger events based on specific words.

PROJECTS

TritonDine | tritondine.jacksheridan.com Over 7,000 users

- Developed an app that connects to the UCSD dining dollar service and budgets dining dollars for the rest of the school year.
- Built for both iOS (Swift) and Android (Kotlin)

assassin | assassin.fun Over 4,700 beta testers

- An app and a server that facilitates a competitive last-man-standing tag game.
- Utilized an S3-compatible storage system to allow for video upload and in-app player.
- Includes a completely custom ReST API to interact with a MongoDB database.
- Built for both iOS (Swift) and Android (Kotlin)

TECHNICAL SKILLS

APIs and Backend Development

- ReST, GraphQL, JSON, Protobufs, gRPC, WebSockets, SSE
- Reverse Proxies, Load Management and Distribution
- NodeJS/NPM & Express
- Nginx, Apache
- JWT Signing and Verification
- TLS certification
- Apple, Google Authentication

Programming Languages & OOP

- C, C++, Java
- Design Patterns

Cloud Management

- AWS EC2, S3, CloudFront, SAM, Lambda, RDS, NAT, API Gateways
- Google Cloud Console
- Digital Ocean Droplets and Spaces

Databases

- SQL (PostgreSQL, MySQL)
- NoSQL (MongoDB)
- Extensible Schema Design
- Database Implementation

Web App Development

- ReactJS, NextJS, SvelteJS, Flutter
- JavaScript, Typescript

- Cookies, authentication management
- SSR & CSR
- HTML, CSS, PHP

Mobile App Development

- XCode, Swift, SwiftUI, UIKit
- In-App Purchases & Paid Apps
- App Store Connect Management
- Local & Remote Push Notifs
- Android Studio Platform
- Java, Kotlin, XML Layouts, Jetpack Compose
- Google Play Console Management