Jaeden Hobstable

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Motivated graduate with a Computer Science degree from the University of Central Florida, specializing in the design and implementation of full-stack applications. My diverse set of projects showcase a comprehensive understanding of web development. This reflects my adaptability and proficiency with various programming languages and technologies. I am eager to contribute my skills and collaborative problem-solving mindset to a team, my excitement for continuous learning, combined with a solid foundation in computer science, places me as a valuable asset in any challenging work environment.

Projects

Backend Developer - Flourish (Time Management App) Tech used: MERN - MongoDB, Expressjs, Reactjs, Nodejs
- Collaborated with a team of 6 developers to create a website & mobile app focusing on student time management.
- Designed and tested API endpoints, implementing simple CRUD operations for users and tasks.
- implementing features such as user authentication through JSON web Token (JWT) and email verification.
- Designing database models as well as setting up the MongoDB database.
- Connecting the back-end API to the front-end.

UI Enhancements - Mangrove (Capstone Project) Tech used: LEMP - Linux, Nginx, MySQL, PHP
- Creating documentation for any software already integrated or for future project features.
- Adapted to an existing Linux-based web application using Docker containers.
- Improved interactivity by implementing features such as audio recording interaction and graph marking.
- Resolved clipping issues in audio recordings through visualizations, enabling browser downloads.
- Automated packaging of exported results for user convenience.
- Implemented the ability to download a selected region for faster loading in Frequency Filtering.

Level design & Scoring system - Cat Burglar (Temple Runner Game) Tech used: webgl
- Applied acquired knowledge from the semester to implement advanced features such as skyboxes, 3D object rendering, and more, elevating the visual and immersive aspects of the game.
- Implemented the scoring and difficulty system, where the game's speed dynamically increased with higher scores. Put in place user-selectable easy and hard modes, dynamically altering the world's skybox to enhance gameplay experience.
- Collaborated effectively with team members to ensure seamless integration of individual components
- Rendered players score and lives on a separate plane while seamlessly integrating it within the camera view. This approach provided players with a clear and unobstructed view without compromising the game's visual appeal.

EDUCATION

University of Central Florida   **Orlando, Fl**
Bachelor of Science in Computer Science,   *May 2023*
GPA: 3.27
Awards & Programs
- Florida Academic Scholar recipient
- Excel: Program for students that perform exceptionally in STEM related courses.
- Relevant Course Work:
  - Machine Learning, Cybersecurity, Object oriented programming, Systems Software, Data structures and algorithms, computer graphics.

ADDITIONAL SKILLS
- Proficient in C, Java, Javascript, HTML, CSS, Python, PHP, MySQL, yaml
- frameworks used: Laravel, reactjs, express, bootstrap, tailwindcss.
- technologies used: Docker, Digital Ocean, Heroku
- Cloud platforms used: Microsoft Azure, Google cloud.
- Development methodologies: Agile, Scrum.