Jacob Webber

Full-Stack Software Engineer

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Professional Experience

Software Engineer @ Apogee Interactive
May 2017 – Present // Atlanta, GA

- Built responsive web applications for utility companies through the full development lifecycle - from concept to a fully customizable solution.
- Redesigned database access and other backend code to scale automated integration processes at 25x previous throughput with comparable speeds.
- Worked in a variety of languages and frameworks such as C#, Javascript, Typescript, KnockoutJS, Razor, HTML/CSS, AWS solutions, PostgreSQL, and SQL Server.
- Mentored software interns and worked closely with QA to meet project deadlines.

Web Developer Intern @ HW Creative Marketing
April 2016 – September 2016 // Athens, GA

- Automated months of Wordpress archiving with PHP scripting and VBA macros to generate and upload over 50,000 HTML posts from a decade of weekly reports.
- Designed new components for efficient database updating and reorganizing.
- Created custom plug-ins and applications for clients with fast deadlines by utilizing APIs from HubSpot, DropBox, Google Drive, and WordPress.

Volunteer Experience

Computer Science Teacher @ Lakeside Highschool, Microsoft TEALS
June 2018 – Present // Atlanta, GA

- Taught computer science several times a week to a high school class, from the fundamentals to computer science as a career path.
- Designed curriculums, exams, and lectures around GADOE standards.

Projects

PathSim // CPU Simulator created by Dr. Dalton Hunkins

- Java standalone application created for educational purposes to simulate the track of assembly code instructions on the data path of a CPU.
- Implemented simulation of lower-level components like the ALU and its internals down to the binary and electrical logic gates. Source code available upon request.

LoLQuickStats // Optical character recognition for fast player statistics

- Retrieves in-depth teammate statistics and calculates overall averages in seconds by combining Tesseract OCR, image comparison algorithms, and Riot's JSON API.
- Created an original intuitive UI while applying Riot Games Inc's design aesthetics.

HighWire3D // Model, edit, and view 3D wireframe scenes

- Fully functional 3D graphics editor built on top of Java's graphics package using original 3D transformation, matrix math, and line drawing algorithms pixel-by-pixel.

More at github.com/jakewebber

Education

University of Georgia
2012 – 2016 // Athens, GA

Bachelor of Science in Computer Science

Skills

Languages
C#
HTML
CSS
Javascript
Typescript
SQL
Java
Python

Frameworks & Libraries
KnockoutJS,
JQuery
Highcharts
Bootstrap,
ASP.NET MVC

Platforms & Tools
Visual Studio
AWS Solutions
SQL Server
PostgreSQL
Github
TF Server
Wordpress
Piranha CMS
Hubspot