**Jacob McGee**

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**OBJECTIVE**

Using my software engineering background, interpersonal skills, and experience, I am seeking a career in the computer science field to further company growth and deliver world-changing solutions.

**EDUCATION**

**University of North Florida (ABET Accredited)** Jacksonville, Florida

*B.S. in Computer Science*May 2022

**University of Central Florida** Orlando, Florida

*Associate’s Degree* August 2020

**TECHNICAL SKILLS**

* Building websites using Wordpress
* Office 365 experience
* Working toward certification in Java; Familiar with C, Swift
* Training for Apple Certified Technician
* Familiarity with Agile techniques (Scrum)
* Familiarity with Cloud Technologies (AWS, GCP)
* Familiarity with Xcode, Android Studio, Eclipse, VS Code, and IntelliJ

**RELEVANT COURSES**

Security in Computing | Systems Software | Computer-Aided Design in VLSI | Object Oriented Programming | Engineering Leadership Capstone | Theory of Computation | Software Engineering | Introduction to Cloud Computing | Introduction to AI

**EMPLOYMENT**

**Publix Super Markets, Inc.** *Cashier/Grocery Clerk* **2012 – Present**

* Handled large amounts of money, provided premier customer service, and worked with a team to accomplish large scale tasks

**Lockheed Martin** *College Intern Tech Specialist* **May – August 2018**

* Created new IT ticketing system for the company on ServiceNow, using XML and Javascript
* Coordinated effort to ensure tickets were properly triaged to the correct departments
* Participated in Agile scrum calls daily

**U2Cloud** *Intern/IT Specialist* **2016 – 2017**

* Provided IT support for customers and clients, including connecting to and using available services, such as Citrix and VMWare

**Mayo Clinic** *IT Coordinator* **January 2022 – Present**

* Assisted in technical support for employees across the entirety of the campus, including but not limited to reimaging PCs and installing hardware/software

**PROJECTS**

* Business Card Printer: An iOS app for magicians and businessmen who want to add a little flair to their presentations. Sole developer, ~600 lines of code using Swift 4
* Monopoly: Created a software-based facsimile of the popular board game Monopoly from the ground up. Developed the game engine, most of the game logic, and unit tests
* AI-based preference engine: User can add different attributes and a list of preferences, and the program will generate a list of combinations of attributes that fit the given preferences