

Jan Gerhard Schoepp

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EDUCATION

Pace University, Seidenberg School of CSIS, New York, NY

Anticipated 05/2017

Master of Science: Computer Science

GPA: 3.86

University of Stavanger, Stavanger, Norway

05/2014

Bachelor of Science: Computer Engineering

Hong Kong Polytechnic University, Hong Kong

01/2013 – 12/2013

Completed coursework in Computer Engineering

TECHNICAL SUMMARY

Proficient languages: Java, Go

Familiar languages: Python, C, Scala, Javascript, Node.js, React

Development Tools: Git, Cordova, ionic, Firebase, Google Script, Salesforce, Heroku, Twilio

Github: <https://www.github.com/jangerhard>

Website: <https://jangerhard.github.io>

ACADEMIC PROJECTS

Product Development Project

11/2016 – 05/2017

- Collaborated with students from Pace University (NYC) creating an interface using a tablet running Android for controlling a 3D Body Scanner made by students from Aalto University (Helsinki, Finland), with sponsor Nomo3D

Quizmaster (Class Project)

10/2016 – 11/2016

- Designed a trivia service using Node.js, deployed to Heroku, aimed towards students in African countries without access to conventional WiFi, but with access to a regular cell phone with SMS
- Implemented tools like Firebase to utilize an online JSON database for easy, modifiable, and expansive storage and Twilio to receive and send SMS

Server Cluster (Class Project)

01/2015 – 05/2015

- Implemented a server cluster, written in Go, using the Paxos consensus protocol to stabilize 4 running servers, resulting in a reliable cluster where at most 3 of 4 servers could fail without system failure

App development (Bachelor Project)

01/2014 – 05/2014

- Developed an Android app for petroleum engineering students to automate calculations for lab work
- Collaborated with department heads to determine requirements for app and gather feedback during every phase of development

WORK EXPERIENCE

Pace University, New York, USA

02/2016 – Current

Graduate Assistant

- Worked as a part of the Pace Mobile Labs team, researching mobile technology solutions, with beacons and wearable technology, and building apps to further mobile literacy
- Helped to develop and improve an app combating mobile illiteracy in Senegal, by refactoring over 14,000 lines of code, and integrating tools like Firebase to ease future maintenance
- Designed and programmed an Android app utilizing beacons and the database tool Firebase for demonstration purposes, distributed to students at Seidenberg School of Computing
- Held onsite instructional workshops on how to work with Git and Github, and how to use Firebase, for around 60-70 students

TADA! Youth Theatre, New York, USA

06/2016 – 09/2016

Marketing and Development Intern

- Created an automation tool allowing users to upload images directly to TADA! servers using Google Script, implementing email notifications and error handling systems to ensure stable delivery