Jared Montgomery

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Software engineering professional specializing in full-stack development. Excels in quickly learning new technology and Object-Oriented Programming. Consistently delivers high-profile projects requiring new skills applied against tight deadlines. Seeking opportunity to contribute skill set to improving and expanding a fresh code base.

Portfolio: jaredm423.com
Languages and Libraries: Java, Apex, JavaScript, HTML, CSS, C++, C, Python, XML, SOQL, SOSL
Software, Tools, and OS: Visual Studio, Git, Sales CLI, Android Studio, Eclipse
Salesforce Certified: Admin, Platform App Builder, Platform Developer I

Professional Experience

Associate Technical Consultant | SALESFORCE | New York, NY 2022–2023

- Designed and implemented customized solutions for stakeholders, configuring the Salesforce platform from the front-end UI down to the system level, yielding increased efficiency and productivity for Salesforce users
- Developed front-end applications using Lightning Web Component framework with JavaScript, HTML, and CSS
- Programmed back-end functionality for apps and custom automation using Apex, including communication with the Salesforce database through DML operations and REST APIs for external application integration
- Presented complex technical information to, and conducted discovery sessions with stakeholders, leading to a better understanding of client needs and improved project outcomes

Blockchain SWE Summer Intern | FICTIVE KIN | Brooklyn, NY 2021–2021

- Researched and pitched Web3.0-related projects to aid in company's transition from Web2.0 focus to Web3.0
- Launched an interactive GIF gallery on the Solana blockchain, enabling users to connect Solana wallets, upload GIFs to the gallery, and complete verified transactions using SOL
- Utilized Phantom Chrome extension and JavaScript (React.Js framework) for front-end UI, and Rust for back-end communication with the Solana blockchain, which consisted of verifying proper payment and transfer of SOL

Project Experience

Cyber Security Research 2022

- Performed in-depth analysis of various Android malware samples, leveraging both static and dynamic analysis methods to uncover key details about the malware's functionality and potential vulnerabilities
- Produced Python scripts to automatically retrieve and analyze malware samples from an in-house database, streamlining the analysis process and improving efficiency
- Applied reverse-engineering techniques to understand and document the inner workings of the analyzed malware, providing valuable insights into potential security threats and presenting these findings to university staff

Android Wild West Platformer 2021

- Led a team of 3 developers to deliver a fully functional Android game, managing tasks and ensuring timely completion of milestones with Agile methodologies
- Conducted comprehensive testing of the game, including unit testing, integration testing, and user acceptance testing, to ensure high quality and reliability
- Architected engaging level structures using custom physics engine built with libGDX library—resulted in polished user experience and captivating game mechanics, such as character movement and animation

Education

Bachelor of Science, Computer Science
Binghamton University, State University of New York, Thomas J. Watson College of Engineering and Applied Science