Jared Webber

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EDUCATION

Bachelor of Computer Science, Honours (Co-op Option) *Sep. 2019 - Dec. 2023*
University of Manitoba, CGPA: 3.9/4.5
Dean's Honour Roll: Fall 2020 - Present

INDUSTRY EXPERIENCE

Amazon *(AbeBooks)* *May 2023 - Aug. 2023*
Software Development Engineer Intern *Victoria, BC*
- Expanded AWS-integrated end-to-end testing of both public and internal pages using Cypress.io
- Modernized outdated XSL pages by converting to Velocity, maintaining functionality and a consistent user experience
- Directed team sessions on automated testing approaches, focusing on increased robustness, reliability, and utility

Prodigy Education *Sep. 2022 - Dec. 2022*
Software Developer, Co-op *Remote*
- Maintained & tested ecommerce Django applications, improving user experience and maximizing revenue per visitor
- Created a consolidated Stripe webhook simplifying the Payments API by reducing the number of unique handlers
- Implemented Github Actions in CI environment enforcing the reporting of repository test coverage to DevOps

Payworks *Jan. 2022 - Apr. 2022*
Software Developer, Co-op *Remote*
- Updated onboarding scripts and documentation resulting in quicker uptime for new developers
- Led team transition between Vue.js APIs, including re-writing existing code, and directing new development
- Resolved bugs and implemented new functionality across the full stack, focusing on .NET & Vue.js elements

TECHNICAL SKILLS

Languages: Python, Java, JavaScript, C#, C, C++, HTML/CSS, SQL
Frameworks: Cypress, .NET, Django, Vue.js, React Native, Node.js, Velocity, Groovy, XML
Tools: Jira, Git, Github Actions, Visual Studio, VSCode, Eclipse, Unity, Godot, TestFlight, Docker, Datadog, Adobe Suite

PROJECTS

⌗ JAMCo *Software Engineering II*
- Kanban-style job application status tracking webapp with three-tier Django backend hosted on AWS
- Led full-stack development in Vue.js & Django including comprehensive CI/CD unit, integration, and E2E test suites

⌗ EveryDay App *Personal*
- Habit-tracking mobile app written in React Native, supports users in tracking and reviewing recurring goals
- Application deployed to iOS devices via TestFlight, allowing for clear versioning and feedback logging

⌗ Pocket Monsters Database *Database Concepts & Usage*
- Local web-app built alongside fellow students allowing users to view and query specific data
- Led UI development Vue.js, allowing for integration with Flask API and SQLite database

Initial Analysis of a Citizen Science Approach to Genome Sorting *Undergraduate Honours Project*
- Assisted ongoing research into the application of citizen science to Genome Sorting at the UofM Bioinformatics Lab
- Organized, queried, and presented aggregate data in JavaScript, identifying interesting patterns for further analysis

EXTRACURRICULAR

⌗ CSSA Game Jam *Jan. 2022*
- Designed & built in 48 hours in *Unity*, 'Space Cowboy' is a vertical platformer following the assigned theme of 'Space'
- Resolved scripting bugs while implementing level-design and player animation in a team environment

CSSA Game Jam *Jan. 2021*
- Worked alongside fellow students in *Unity* to create a functional game, 'Sharkjam', in 48 hours
- Implemented player-movement, shooting, and animation scaling