JASON HELLER
26 Cottage Lane
Blauvelt, NY 10913
(845) 553-4478
jasonheller96@gmail.com
https://github.com/jheller9

OBJECTIVE

To begin a career in software development, learning how to build and maintain APIs and frameworks that are resilient, scalable, and efficient.

EDUCATION

Binghamton University - State University of New York, Binghamton, NY

Bachelor of Arts, May 2020

Major: Actuarial Science

PROJECTS

3D Game Engine   May 2020 +

Game engine written from the beginning featuring, 3-dimensional procedural generation, dynamic shadows, built-in GUI system, and a building system. Written in Java, GLSL, using OpenGL.

NetSciDraw   Sept 2018 - Mar 2019

NSD is an online application that allows for the visualization of complex networks using a simple, touch-screen based interface. Architected and implemented the frontend working as the developer, with a team of two project managers, a web page designer, and a UI designer.

Overworld Editor   Aug 2018 - Apr 2019

Desktop application designed to allow for the creation of large-scale 3D environments, written in Java, utilized Swing components.

EXPERIENCE

Binghamton Pipe Dream Newspaper Webpage, Binghamton, NY   Jan 2019 - Mar 2019
Developer and IT

Assisted in developing backend RESTful micro services for database management and article editing utilized by the Pipe Dream website.

D'Vine Pie, Piermont, NY   Mar 2019 - Jul 2019
Line Chef

Tech Adventure, Nanuet, NY   July 2015 - Sept 2015
Java tutor

Panera Bread, Northvale, NJ   Aug 2014 - Feb 2015
Prep Chef, Line Chef, Barista

ColorMasters, New York, NY   May 2013 - Sept 2013
Laser Engraving Manager Assistant

Maintained, filed, and operated laser engraving machines for the laser marking of Tiffany & Co fine jewelry.

SKILLS

Tools/Applications
- RStudio, Visual Studio, VS Code, Eclipse
- Git (Git Bash, GitHub)
- Proficient with Microsoft Excel, PowerPoint, Word

Programming

Experienced with R, PHP, MySQL, Java, Javascript, OpenGL. Familiar with node.js, Swing, LWJGL.

Proficient in 3D graphical programming, graphical user interfaces, procedural generation.

Language

Conversational German