Jake Mitchell

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GitHub: github.com/jbmitchell7

EDUCATION

University of Minnesota, Morris

August 2013- May 2017

Major: Computer Science

Coursework and Achievements:

- 3.2 GPA
- Member of the baseball team for 2 years, volunteered reading with students at local elementary school, participated on many different intramural teams including basketball and volleyball
- Coursework included:
 - Software Development course that followed the full development process of testing/front end/back end/customer interaction- all done in agile teams using the MEAN Stack
 - UX Design- included a final project demonstrating our design for a roommate chore-tracking application
 - Robotics- used C to program hardware used to control movement/LEDs of robot
 - Also: Data Structures, Problem Solving and Algorithm Development
 - Focus in all courses on using Git and testing all phases of the development cycle

Career Foundry Full-Stack Immersion

July 2021-January 2022

Coursework and Projects:

- 6 different projects that focused on different aspects of the development process.
- Projects revolved around learning the Mongo-Express-React-NodeJS (MERN) stack. The final project involved recreating the client-side of one of the projects in Angular.

EXPERIENCE

IT Specialist Level 2, Info-Link Wireless

Morris/Minneapolis, MN

June 2017-Present

- Manage On-Site IT needs for 4 different companies as the primary contact for each
- Collaborate with company management on deciding best options for new phone systems, computer purchases, and any other IT related needs
- Duties include Microsoft Office 365 administration, Microsoft Server administration and deployment, SharePoint administration, Salesforce deployment and administration

IT Specialist Intern, Info-Link Wireless

Morris/Minneapolis, MN

June 2016-May 2017

- Lead deployment of SharePoint as storage solution for a new customer in Minneapolis
- Assisted on numerous low-voltage wire installations
- Performed help-desk duties such as hardware setup and Office 365 support part-time in Morris during the school year

PROJECTS AND MORE

Data Mining Methods for Sports Prediction

January 2017-April 2017

- Researched how machine learning techniques, specifically Random Forests and Neural Networks could be used to predict results when placed against current-used techniques.
- Gave a 25-minute presentation outlining the research to Computer Science staff, students, family, and others

Career Foundry Projects

July 2021-January 2022

- Portfolio Website
- Pokedex built using the PokeAPI
- JakesMovieDB a full stack MERN app with a custom-built REST API
- Yakker a chat app built using React Native
- JakesMovieDB Angular Version a rewrite of the client-side using Angular instead of React