

# Jacob Deaton | Richmond, VA (Willing to relocate)

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## EDUCATION

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### Oregon State University

*B.S. Computer Science*

May, 2026 (Expected)

4.0 GPA

- Relevant coursework by Summer 2025: Data Structures, Web Development, Computer Architecture & Assembly Language

### University of Virginia

*B.A. Economics*

May, 2021

3.34 GPA

## WORK EXPERIENCE

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### Federal Management Partners

*Business Development Analyst*

Sept. 2021 – Dec. 2023

Arlington, VA

- Led the creation and development of a customized Power BI Data Dashboard, leveraging thousands of real-time data points from Microsoft Dynamics and custom DAX functions to effectively summarize key business metrics for executive stakeholders.
- Served as the technical lead for workforce benefits analysis, utilizing Python's Seaborn and Matplotlib libraries to efficiently visualize essential metrics derived from Qualtrics survey data.
- Actively contributed to the capture planning, content generation, and final review of over 20 impactful proposals in the human capital sector, with the collective contracts valued at over \$5 million. Independently developed 5 RFIs from inception to completion.

## PROJECTS

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### Python Stock Analyzer

[github.com/jd-58/stock-analyzer](https://github.com/jd-58/stock-analyzer)

- Developed a Python-based stock analyzer application leveraging the Yahoo Finance API to download and process live stock data.
- Utilized Tkinter framework to implement a user-friendly GUI which integrates Matplotlib to visualize stock price history and key stock metrics.

### Assembly Weather Tracker

[github.com/jd-58/weather-tracker](https://github.com/jd-58/weather-tracker)

- Created a weather tracking program in x86 MASM Assembly to track and calculate helpful weather information.
- Implemented functions to calculate minimum, maximum, and average temperatures, rounded to two decimal places.
- Categorized days as cold, cool, warm, or hot, and displayed the count for each category based on temperature ranges.

### Blackjack Game

[github.com/jd-58/blackjack](https://github.com/jd-58/blackjack)

- Developed a Python-based blackjack game using Pygame, featuring gameplay options including hand splitting and doubling down.
- Currently training an AI using Pytorch to try and replicate perfect blackjack strategy.

## TECHNICAL SKILLS

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### Languages

Python, JavaScript, CSS, HTML, Assembly

### Technologies/Skills

Unit Testing, Tkinter, SQL, Git, React, Matplotlib, Seaborn, Pygame