JARRED W. FLETES

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OBJECTIVE

I am seeking the chance to collaborate with bright, passionate people, contributing to software products that make a difference, and being part of an incredible company who is passionate about doing the right thing for each individual, our customers, and the local community.

EDUCATION

Bachelor of Arts in Computer Systems   **Graduated: June 2017**
California State University, San Bernardino
Minor in Computer Science

TECHNICAL SKILLS

- **CODING:** C++, Swift, C#, UNIX shell scripting, SQL, Javascript, HTML/CSS, VBA
- **SOFTWARE:** Unity, Vagrant, Ansible, Chef, SAS EG, Visual Studio, Microsoft Office, Crystal Reports, XCode, Visual Studio
- **NETWORKING:** setting up and installing DNS, DHCP, Firewall, LAMP (Linux, Apache, MySQL, and PHP) stack, mail server, FTP, and Syslog server

PROFESSIONAL EXPERIENCE

San Bernardino County, San Bernardino, CA   **2017 - Present**
Automated Systems Analyst II
- Collaborated with Netsmart to speed up the implementation of the county's new Electronic Health Record.
- Took lead on a diverse scope of projects requiring detailed data analysis and creative problem solving.
- Developed large projects using Statistical Analysis System (SAS) to successfully interpret data in order to draw conclusions for clinical action and strategy.
- Created presentations and infographics to improve system efficiencies and make the best use of funds.
- Provided data and analysis directly to the Deputy Director that helped save over thousands of dollars.
- Managed projects through team meetings, weekly reports, identifying risks, and tracking issues to meet every deadline on time.
- Optimized data collection procedures to generate reports on a weekly, monthly, and quarterly basis.
- Troubleshooted technical issues with a web-based data collection and reporting system for clients and staff.

ACE the Foundation for Sustainable Communities, San Bernardino, CA   **2016 - 2017**
Data Analyst/Database Developer Internship
- Provided design recommendations and thought leadership to sponsors/stakeholders that improved review processes and resolved technical problems.
- Supported code/design analysis, strategy development and project planning.
- Created Hive queries that helped analysts spot emerging trends in police, hospital, and fire data with reference tables and historic metrics.
- Developed a website for the foundation to inform future clients of goals and objectives.

California State University, San Bernardino, CA   **2016 - 2017**
Software Programmer / Unity VR
- Designed/Created a virtual reality stimulation video game to help archeology students.
- Managed a small team to meet deadlines and have the game finished in less than a year.
- Programmed in C# to build clean, readable, and commented code.
- Used algorithms and data structures to implement complex functionalities to achieve all the ideas of our clients as well as any ideas of our own.