**Jacob Scherber**

jgscherber@gmail.com | (612) 709-0685 Relocating to Baltimore June 2018

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Education** | | | |  |
| **University of Minnesota**  *Bachelor of Arts, Computer Science*  **Major GPA:** 3.8  **Deans List:** Fall 2016, Fall 2017  **University of Minnesota**  *Bachelors of Arts, Philosophy*  **Certifications**  Java SE 8 Oracle Certified Associate (1Z0-808 )  Java SE 8 Oracle Certified Professional (1Z0-809 ) | | | | **Minneapolis, MN**  Expected May 2018  **Minneapolis, MN**  May 2013  August 2017  Expected July 2018 |
| **Skills** |  | | | |
| Languages  Software | Java, Python, C, C++, Javascript, JSON C#, VBA  Git, gdb, Emacs, Eclipse, Pycharm, IntelliJ, Doxygen/Javadocs, Microsoft Office, Adobe Acrobat | | | |
| **Projects** | | | | |
| Vote Counter (Java) | | * Program to count vote records provided in a CSV file using either Plurality of STV Droop style voting utilizing both Waterfall and Agile development methods * During Waterfall, wrote a software requirements document, created UML class, sequence, and activity diagrams, and a software design document. * Implemented the designs in Java, utilizing file I/O, polymorphism, and encapsulation. * Ensured correctness using unit and system tests, tracked bugs in a bug log, and tracked testing results using a test log. * Completed an Agile sprint with backlog refinement, daily scrum meetings, and test-driven development. | | |
| Robot Simulator (C++) | | * Multi-phase program with a player-controlled robot capturing bases and a robot automata simulator using the Strategy and Observer design patterns. * Extensive use of class inheritance and polymorphism for the Robot, game entities, and behaviors for the Strategy pattern. * Documentation using UML class diagramming, Doxygen and design specification documents. | | |
| Information Display (Python) | | * Downloads information from Google Maps and WeatherUnderground web APIs and parses the returned JSON to provide daily driving and weather information. * Displays the resultant information and images on screen in a GUI using the Tkinter library | | |
| **Experience** | | |  | |
| **Virtual Radiologic**  Application Specialist   * Help on-boarding Echo credentialing software for our department; debugging system features and providing training. * Build automated reports for colleague, implement data queries using a pseudo-SQL language, and write related training documents. * Obtain primary source verification of physician credentials and verify the correctness of documents generated by the Echo credentialing software prior to Physician approval. | | | **Eden Prairie, MN**  November 2015 – Current | |
| **Mary T. Inc.**  Direct Support Professional   * Help individuals with developmental disabilities with daily task, maintaining medication schedules, and learning new skills. | | | **Coon Rapids, MN**  July 2013 – May 2016 | |

|  |  |
| --- | --- |
| **Virtual Radiologic Professionals**  Applications Coordinator  Credentialing Specialist   * Build automated reports for multiple departments * Obtain primary source verification   Application Specialist L2  Application Specialist L1   * Build pseudo-SQL code for automation * Examine documents for correctness   Temporary Application Specialist   * Obtain primary source verifications * Examine documents for correctness | Eden Prairie, MN  October 2016 – Current  March 2016 – October 2016  October 2015 – March 2016  November 2015 – October 2015  October 2014 - |

|  |  |
| --- | --- |
| Unity Game (C#) | * Implemented splitting mechanism for making multiple objects in C# * UI to enter game mode and prompt for a restart * **Parallelization to implement concurrent actions** |

2/2/105 – New Hire – Applications Specialist L1

10/25/2015 – Promotion – Applications Specialist L2

3/13/2016 – Promotion – Credentialing Coordinator

9/11/2016 – Full Time to Part Time  - Applications Spcialist

10/23/2016 – Reclassification – Applications Coordinator

**References**

Roberta Monte

Kirsten Vanderlip