Jacob Hilker | Full-Stack Engineer

☐ 434-409-3789 • ☐ jacob.hilker2@gmail.com • ☐ jhilker1 • ♦ jhilker

Education

University of Mary Washington

B.Sc., Computer Science

- Minor in Cybersecurity
- O Dean's List, Spring 2021
- o 2.99 GPA
- Relevant Coursework
 - Applications of Databases
 - Data Science
 - Artificial Neural Networks
 - Software Security

Experience

Freelance Remote

Freelance Web Developer Jan 2022 – Present

- O Assisted a philosophy student with deploying a blog using Ox-hugo.
- Designed and deployed static websites for multiple clients using the Hugo static site generator.

Volunteer Work

Crozet Library Crozet, VA
Library Volunteer Jul 2014 – Jul 2017

Shelved books by subject according to Dewey Decimal System.

- O Performed basic book reshelving and obtained items from book drop.
- O Assembled requested library and loaned materials for users.

Impact Richmond Richmond, VA
Impact Richmond Jul 2012 – Jul 2017

o Participated in week-long volunteer sessions to refurbish homes in disadvantaged neighborhoods in Richmond, VA.

Projects

Halfmoon CSS, HTML Apr 2021 – Present

O Developed a mobile-responsive Hugo theme with Halfmoon CSS base for an online blog, portfolio, and resume

Chronicler

Python

Apr 2021 − Present

 Developed a terminal application for tracking characters in a particular playthrough of a Paradox game independently outside of class

O Collaborated with users to find bugs, gather feedback, and suggest features for the application

Pyronsworn

Python

Apr 2021 − Present

Developed a python module for assisting developers for creating applications for the tabletop role-playing game Ironsworn.

Skills

Languages: Python, HTML/CSS, Java, SQL (Postgres), JavaScript

Frameworks: React, Node.js, Halfmoon CSS

Developer Tools: Git, Google Cloud Platform, Vim, Emacs

Fredericksburg, VA

Aug 2017 - May 2021

Libraries: pandas, NumPy, Matplotlib **Misc.:** Hugo, Org-mode, Vim, Emacs

Soft Skills: Teamwork and Collaboration, Verbal and Written Communication, Critical Thinking, Problem Solving