

Jacob Schantz

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Summary

Software Engineer experienced in **Android**, **iOS**, and **Unity** development. Experienced in many software languages such as **Java**, **Kotlin**, **Objective-C**, **C#** and more. Leading engineer on several projects. Great implementation skills. Fast learner. Great eye for detail. Excellent debugging skills.

Skills

- Knowledgeable in **Java**, **Kotlin**, **Objective-C**, **Swift**, **C++**, **C#**, **SQL**, **SQLite**, **HTML**, **CSS**, **JavaScript**, and **ReactJS**.
- Developed in **Android Studio**, **Xcode**, **Visual Studio**, **Eclipse**, **Xamarin**, **Unity**, and **Inkscape**.
- Used **REST / RESTful** web services for **JSON** information processing from server database.
- Source Control with **Subversion / SVN** and **Git / GitHub / GitLab**.
- International Application Development with multiple languages including **Spanish**.
- **Agile** Development.
- **Object Oriented** Design.
- **Multi-Threaded** Programming.
- Designed and implemented graphical user interfaces.
- Debugging and testing.
- Efficient and readable code.

Employment History

CurateLA

Android Software Engineer, May 2019 - Present

Developing a **Android** application in **Android Studio** with **Kotlin** and **RxJava**. Responsible for architecting and developing the mobile app with the most efficient and best technologies available.

Orangeen

Unity Developer, May 2017 - Present

Create artwork for games in **Inkscape**. Animate game objects in **Unity** and **Inkscape**. Design levels and features. Program functionality in **Visual Studio** with **C#**. Testing and quality assurance. Publish releases on different platforms. Market games on Social Media.

Bock Host

Android Developer, October 2017 - November 2017

Receive specifications from client. Research efficient solutions to goals set by client. Build readable and efficient code in **Java** for **Android phones**. Test use cases for application.

Info-Power International

Android and iOS Developer, April 2012 - May 2017

Developed software applications for **Android phones** and **tablets**, **iOS**, both **iPhones** and **iPads**, **Windows Surface**, **.NET**, **Macintosh**, and even **Google Glass**! Used **Java**, **Objective-C**, and **C#** among other languages in development.

Gathered specifications from business partners and clients to build tailor-made solutions. Designed, implemented, and maintained features for customer applications. Researched new technology, platforms, and languages for prototype development. Leading and primary engineer on several applications. Flexible and generalized to take on many roles in a small company environment. Improved software performance. Debugged and fixed issues in end-to-end testing. Used expertise to guide others in development. Worked with others in teams and used source control. Improved development speed by effective problem solving. Designed user friendly graphical interfaces.

Education

The University Of Texas At Dallas

Bachelors of Science in Computer Science, Graduated May 2012

Graduated Cum Laude with a GPA of 3.7