

# Jake Majcan

## Software Developer

Creative and self-starting software developer with a background in frontend development building stable e-health websites and apps in fast-paced, collaborative environments. Highly skilled in React, Redux, Bootstrap, and Spring Boot and well-versed in Scrum and Agile.

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## EXPERIENCE

### Software Developer

#### VeroSource Solutions Inc.

01/2020 - Present

Fredericton, NB, Canada

VeroSource is a Canadian e-health company that is dedicated to improving patient outcomes through data analysis and communications.

##### Achievements/Tasks

- Created web apps that allow users to receive their medical test results immediately when they are available, improving the wait time from 7-14 days to 24-72 hours (React, Redux, and Bootstrap).
- Developed a mobile application that allows medical professionals to immediately upload digital assessments allowing the client to migrate to a paperless system (React-Native, Redux, and Bootstrap).
- Designed RESTful APIs for microservices using Spring, Spring Boot, Hibernate, PostgreSQL.

### Image Analyst and Python Developer

#### University of New Brunswick

05/2018 - 08/2018

Fredericton, NB, Canada

UNB's geodesy and geomatics engineering department creates 3D models and develops and test navigation systems to better understand the Earth.

##### Achievements/Tasks

- Developed Python programs that subdivide a location given longitude and latitude on a digital map to a specified number of subdivisions.
- Created documentation and guides for using existing and newly created software.
- Identified test scenarios, estimate test effort, and create test plans for future digital mapping projects.

### Data Analyst

#### New Brunswick Department of Transportation

05/2018 - 08/2018

Fredericton, NB, Canada

DTI is a part of the Government of New Brunswick. It is charged with of maintenance of government facilities and the province's highway network.

##### Achievements/Tasks

- Created scripts to automate statistical analyses of collected datasheets using NumPy, Matplotlib, and Pandas.
- Developed software to automate the production of highway deterioration curve graphs using NumPy, Matplotlib, and Pandas.
- Collected map features from digital highway videos while features were interactively collected using GIS software.

## ORGANIZATIONS

### UNB Dev Society (01/2019 - 08/2020)

Founder/Vice President - Responsible for overseeing directors, event planning, marketing, social media, and building connections for the society with students and companies.

### CUSEC - UNB Delegate (01/2018 - 01/2020)

Chosen as one of the 12 students to represent the University of New Brunswick at the Canadian University Software Engineering Conference for three years.

## EDUCATION

### Bachelor of Science in Software Engineering

#### University of New Brunswick

09/2014 - 05/2020

Fredericton, NB, Canada

## SKILLS

### Programming Languages

Java, Javascript, HTML, CSS, Python, SQL, C#

### Technologies

Git, React, Redux, Bootstrap, React-Native, Spring/Spring Boot, Flask, PostgreSQL, Unity, Docker, Postman, NumPy, Matplotlib, Pandas

## PROJECTS

### Lunarogue (01/2020 - 04/2020)

- A Unity indie game that follows the story of a Space Fighter Pilot as he navigates to beat the torturous Pytta Gore (C#).
- Enhanced AI tracking for boss levels using unity physics and libraries with some custom AI tracking (C#).
- Created custom graphics for characters and level objects (Unity).

### Smart Stats (09/2018 - 04/2019)

- A mobile application that provides an interface for the smart devices created and provided by the Institute of Biomedical Engineering UNB.
- Developed API endpoints to save and get the smart device's data (Python/Flask, PostgreSQL).
- Developed a login screen and a screen for visualizing the data from the smart device after it is stored in the database (React-Native).

### Novel Trail (01/2019 - 04/2019)

- Created a mobile application that allowed the user to keep track of what books they were reading and where they left off in the book (Android).
- Created screens where the user could manually enter the name, author, what page they are on, and the page count of the book (Java).
- Created a feature to save the user's information to local storage (Java).