

Jon Whitmer

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EDUCATION

Slippery Rock University of Pennsylvania

Aug 2021 – May 2025

B.S. in Computer Science

- **GPA:** 4.0
- **Related Coursework:** Data Structures & Algorithms, Software Engineering, Artificial Intelligence, Fundamentals of Database Systems, Computer Organization & Architecture, Advanced Programming Principles, Administration & Security, Shell Command & Scripting, Advanced Web Programming, Computer Networks, Practical Computer Security

PROJECTS

Evaluation Application

Aug 2024 – Jan 2025

- Designed and deployed a full-stack Spring Boot web application (Java) for streamlining evaluation processes between reviewers and reviewees
- Engineered and integrated modular subsystems, including a real-time notification service, custom error handling, and role-based access control
- Applied object-oriented programming (OOP) and design patterns (e.g., Singleton, Strategy, Factory) to create scalable and maintainable backend architecture
- Deployed the final application to an Apache Tomcat production server, ensuring stable performance in a simulated enterprise environment

Furhat Robot Assistant

Jan 2025 – May 2025

- Developed a conversational assistant powered by AI using Furhat Robotics' voice interface and a locally hosted large language model, enabling real-time interaction about university programs and policies
- Designed and implemented a dialogue system with custom state management flows using Kotlin, improving the robot's contextual understanding and interaction accuracy
- Scraped and parsed unstructured academic web data (e.g., course catalogs, four-year plans) into structured responses, enhancing the assistant's ability to handle both direct queries and open-ended questions
- Built a frontend using React that dynamically renders academic pathways and course data

Interactive Discord Bot

May 2024 – Aug 2024

- Built a dynamic Discord bot in Python to boost server engagement through real-time games, custom utilities, and moderation features
- Programmed asynchronous mini-games (e.g., trivia, word guessing, card games) where users earned and spent a server-specific virtual currency
- Created a reward system that tracked player balances and enabled currency-driven game mechanics to increase replayability and user retention
- Integrated persistent storage (e.g., JSON, SQLite) to store user balances, cooldowns, and statistics

SKILLS

Programming Languages: Java, Python, C++, C#, HTML, CSS, JavaScript, TypeScript, SQL, R, Kotlin

Technologies & Frameworks: Spring Boot, React, Thymeleaf, MySQL, Maven, Gradle

Development Environments: Visual Studio Code, Eclipse IDE, IntelliJ IDEA, Jupyter Notebook

Tools & Methodologies: Agile (Scrum, Kanban), Git, GitHub, JUnit, JSON, UML

CERTIFICATIONS

Google Project Management: Professional Certificate

Dec 2024 – Feb 2025

- Developed proficiency in Agile and Scrum methodologies, project planning, and risk management

WORK EXPERIENCE

FedEx Ground

Jun 2021 – Aug 2024

Package Handler

- Adapted to diverse roles in a fast-paced, physically demanding environment, while maintaining academic excellence
- Worked with team members to meet tight deadlines and maintain smooth operations during peak demand periods