

Education:

Bachelor of Science in Computer Science, Minor in Mathematics
Southeast Missouri State University – Anticipated Spring 2017 – GPA 3.9 / 4.0

Skills:

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|--------------|------------|--------------|---------------|---------|
| • C# | • ASP.NET | • Javascript | • NodeJS | • HTML |
| • C++ | ◦ Webforms | ◦ JQuery | ◦ NPM | • HTML5 |
| • Java | ◦ MVC | ◦ AngularJS | ◦ GulpJS | • CSS |
| • SQL Server | ◦ Web API | ◦ Angular2 | ◦ Dev Tooling | • Sass |

Experience:

Undergraduate Researcher, Panacea's Cloud, University of Missouri-Columbia *May 2016 – July 2016*

- Analyze and implement custom geographic data routing protocols in an ad-hoc mesh network
- Construct iterative improvements on the Panacea's Cloud mobile app for Google Glass
- Conduct field tests on the Panacea's Cloud platform with Missouri Task Force I

Software Engineer, Vintage Software, Jackson, MO *October 2014 – May 2016*

- Design and implement parallel HTML Email Generation for hundreds of thousands of clients
- Create and maintain custom integrated Content Management System
- Develop and integrate optimized production code deployment process
- Advocate and maintain company style guide for code reusability and brand consistency
- Design and develop responsive websites for cross browser support and mobile platforms
- Maintain scalable back end databases through SQL Server with high-level caching protocols

Learning Assistant, Southeast Missouri University, Cape Girardeau, MO *October 2013 – December 2014*

- Facilitate developmental lessons for calculus and computer science students
- Communicate difficult concepts to up to 15 students per semester
- Participate in training sessions and workshops offered by Tutorial Services

Related Personal Project:

hosted at jburchard.com

JBurchard Rentals – Demo website using Angular2, Typescript and Firebase

- View and edit rental properties online
- Share rental properties to Facebook using Open Graph meta tags
- Secure authorization system for administrative access

Tap Tap – Fully responsive percussive entertainment web application written in AngularJS framework

- Users repeat rhythms that are both displayed and played audibly
- Performs on all browsers and mobile platforms
- Utilizes latest web standards for HTML5 audio playback

Jump Death – C# XNA platforming game for Intro to Game Programming at Southeast Missouri State

- High performance parallel processing
- Three enemies with unique interactive AIs throughout ten levels
- Side scrolling, animated sprites, moving background elements, particle explosions and sound effects