

Jared Pope

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EDUCATION

California State University, Fullerton

Bachelor of Science in Computer Science. GPA: 3.89

Fullerton, CA

Aug. 2021 – May 2024

Riverside City College

Math and Science, A.S. Communication, Media and Languages, A.A.

Riverside, CA

Aug. 2015 – May 2018

EXPERIENCE

Instructional Student Assistant

California State University, Fullerton

August 2023 – Present

Fullerton, CA

- Conducted code reviews, providing constructive feedback and ensuring code quality, for assignments and exams in Assembly and Object Oriented Programming courses.
- Provided constructive feedback on student assignments to facilitate learning and improvement.
- Collaborated with professors to maintain grading consistency and adhere to established criteria.
- Attended regular meetings with the teaching team to ensure alignment in grading procedures and course objectives.

Warehouse Technician

Riverside Medical Clinic

June 2015 – August 2018, December 2020 – May 2021

Riverside, CA

- Maintained inventory levels for a surgery center totaling \$1 million
- Utilized a database system to track inventory, order supplies, and maintain accurate records of transactions
- Collaborated with Doctors and Nurses in a fast-paced environment to implement new processes that enhanced inventory management efficiency and reduced waste

PROJECTS

MoneySync | *Firebase, Express.js, React.js, Node.js*

October 2023 – November 2023

- Designed and developed a user-friendly full stack financial tracking website utilizing the FERN tech stack, demonstrating expertise in industry trends and best practices.
- Established a robust back-end infrastructure with Firebase, Express.js, and Node.js, ensuring data integrity and security. Established a dynamic front-end using React.js, ensuring a responsive design for seamless user interaction
- Developed a secure RESTful API with Axios. Enabled users to seamlessly Sign Up, Sign In, and add/manage financial information through various HTTP endpoints.
- Configured and managed DNS settings to associate the user-friendly domain name (www.moneysync.onrender.com) with the hosted application, ensuring easy access for users.

Chess | *C++, wxWidgets, Git*

June 2023 – August 2023

- Developed a Chess application in C++ utilizing the wxWidgets framework to create a user-friendly UI and enhance user experience.
- Implemented standard Chess rules, including legal moves, draws, and checkmates.
- Highlighted legal moves upon piece selection to assist player decision-making.

Code Racer | *HTML, CSS, Javascript, Firebase, Git*

August 2022 – December 2022

- Led the development of CodeRacer, an engaging web-based game aimed at programmers looking to enhance their typing speed and accuracy while learning about popular programming algorithms.
- Constructed a real-time statistics dashboard using Firebase, presenting performance metrics such as Words Per Minute, Characters Per Minute, accuracy, and lifetime achievements.
- Enabled user customization by implementing a theme system, allowing players to personalize their CodeRacer experience.
- Created a login system using an AES 256-bit encryption method, prioritizing user privacy and data security. This encryption method fortified the integrity of sensitive user information, ensuring a trustworthy platform.

TECHNICAL SKILLS

Languages: C, C++, C#, Java, Python, JavaScript, TypeScript, Assembly, Lua, HTML/CSS, Go

Web technologies: Node.js, React.js, Flask, Django, Express.js, Svelte, jQuery, REST, GraphQL

Developer Tools: Git, Linux, Firebase, SQL, MongoDB, Agile, Scrum, Trello, Docker, Figma, Bootstrap