Jared Pope

951-479-7030 | jaredpope06@gmail.com | github.com/jpope6

EDUCATION

California State University, Fullerton — Fullerton, CA
Bachelor of Science in Computer Science. GPA: 3.91 — *Aug. 2021 – May 2024*
Relevant Coursework: Object Oriented Programming, Python Programming, Cybersecurity Fundamentals, Intro to Game Design, Compilers, Algorithm Engineering, Software Process, Web Front-End Engineering, Operating System Concepts, Artificial Intelligence, Intro to Machine Learning, Databases, Linear Algebra

EXPERIENCE

Instructional Student Assistant — August 2023 – Present
California State University, Fullerton — *Fullerton, CA*
- Evaluated and graded assignments, quizzes, and exams for Assembly and Object Oriented Programming courses.
- Provided constructive feedback on student assignments to facilitate learning and improvement.
- Assisted teaching staff in maintaining grading consistency and following established grading criteria.

PROJECTS

Security Enhanced IDE | *React, Express.js* — September 2023 – Present
- Designed and developed a multi-page website, including an IDE, with React.js
- Engineered a secure online IDE with robust security scanning capabilities, leveraging Snyk to detect and mitigate potential vulnerabilities in user-generated code.
- Implemented responsive design principles to ensure optimal user experience across various devices and screen sizes.
- Collaborated with the back-end development team utilizing Express.js to integrate front-end components with server-side functionalities.

HeyDJ | *Python, OpenAI, Spotify, Speech Recognition* — January 2024
- Designed and implemented an innovative voice-controlled assistant for Spotify using Python, OpenAI, Speech Recognition, and Spotipy.
- Utilized pvporcupine for wake word detection, allowing the application to respond to the phrase "Hey DJ" and begin listening for the user's command.
- Established a connection between the OpenAI and Spotipy APIs to interpret user commands, retrieve relevant information, and control the user's Spotify account.
- Handled the exchange of data in JSON format to ensure a smooth flow of information.

MoneySync | *React, Express.js, Firebase* — October 2023
- Designed and developed a full stack financial tracking web application with a React front-end and an Express.js back-end
- Implemented a user authentication system, incorporating secure Sign Up and Sign In mechanisms to protect user data and ensure a safe financial tracking experience.
- Utilized Firebase as the backend database, enabling efficient storage and retrieval of user data. Integrated graphs and tables for an intuitive and insightful financial overview.
- Built a secure RESTful API, facilitating user registration, authentication, and allowing users to add and manage their financial information across multiple bank accounts.

Chess | *C++, wxWidgets, Git* — June 2023 – August 2023
- Developed a Chess application in C++ utilizing the wxWidgets framework.
- Implemented the standard rules of Chess, including legal moves, draws, and checkmates for an authentic experience.
- Enhanced user decision making by dynamically highlighting legal moves upon piece selection.

TECHNICAL SKILLS

Languages: C, C++, C#, Java, Python, JavaScript, TypeScript, Assembly, Lua, HTML/CSS, Go
Frameworks: Node.js, React.js, Flask, Django, Express.js, Svelte, Unreal Engine, Godot, jQuery
Developer Tools: Git, Linux, Microsoft Visual Studio, Firebase, SQL, MongoDB, Agile, Scrum, Trello, Docker, Figma, R, Excel