

About Me

I am a motivated and detail-oriented individual with experience in software development, seeking to contribute to a dynamic team and grow my skills and knowledge in a challenging environment.

Contact

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Skills

- Object oriented programming
- Software Development
- Git
- Databases

Languages

- JavaScript (4 years)
- Java (3 years)
- Swift (3 years)
- HTML/CSS (3 years)
- C/C++ (2 years)
- BASH (1 year)
- MATLAB (1 year)

Jacob Tepperman

Experience

Founder and Full-Stack Web Developer

Larry Birdle

March 2022 - Present

- Designed and created entire website in 1 day
- Branched company out into multiple sports and styles of play
- Started a GoFundMe fundraiser to help with initial crowdsourcing, raising almost 200% of the starting goal in the first 24 hours
- Leveraged partnerships with sports and advertising companies to boost revenue and traffic
- Achieved passive income with over 30k daily viewers

Game Development Intern

Oooh

May 2022 - October 2022 Kelowna, BC (Remote)

- Worked for 12-week internship as well as an additional 7-week extension period
- Lead programming of a new HTML 5 module for the live Oooh application
- Worked with UI/UX designers and producers to plan and implement iterations
- Created a custom in-app design interface for users to utilize through multiple modules
- Wrote responsive code to work on all supported platforms and devices

Front End Web Developer

Alexander Academy

July 2021 - January 2022 Atlanta, GA (Remote)

- Created custom HTML/CSS/JS components from concepts and images
- Used a Webflow site template for basic pages and hosting
- Integrated complex JS sorting system with custom dropdown menus
- Worked with multiple developers with skills in responsive design
- Returned for advice and restructuring for the subsequent redesign

Founder and Full-Stack iOS Developer

Spplit

May 2021 - April 2022

- Designed and developed entire iOS app using SwiftUI and Firebase
- 20+ downloads across 4 regions in the first 30 days
- Over 20 updates added including new features, fixes, and designs

Education

Computer Engineering

Queen's University 2020 - 2024 (Expected)

- Candidate for Bachelor of Applied Science
- Relevant courses:
 - Principles of Design & Development (ELEC 390)
 - Intro to Database Management (CMPE 332)
 - Object-Oriented Programming (ELEC 279)