JARED HECTOR

4222 94th Ave NE ·Bellevue, Washington 98004
425.999.6721 jwhector.dev@gmail.com https://jhwector.github.io/react-portfolio/

EDUCATION

Stanford University | Palo Alto, California GPA |**3.82**
Symbolic Systems, B.S. Degree | Computer Music, Concentration December 2020
Dean's Award, Academic Excellence (2017, 2018, 2019 + 2020)

University of Washington | Seattle, Washington
Full Stack Professional Coding Program December 2021

TECHNICAL SKILLS

JavaScript · React.js · Node.js · Express · MySQL · Mongo · Python · C# · C++ · Java · PostgreSQL · Unity · ChucK

PROJECTS

Viewnify React.js | https://github.com/jwhector/viewnify **|** https://viewnify.herokuapp.com/ 2021-Present
Led a team of five developers to create an app that allows a user to discover and save movies, as well as compare libraries between users to facilitate matching multi-user "viewing parties" to individual pieces of media. Efficiently directed multiple front and back end developers to communicate and work effectively under a time constraint of one week. Assisted in development of the React front end and Express/SQL back end. Won the "People's Choice Award" for most-liked app after presentation.

Node.js Discord Bot 2020-Present
Built a discord bot using Node.js to manage a large (50+ user) server. Includes MySQL integration to manage user info for currency, participation, and personal information storage systems. Constant contact with the user base allowed for rapid responses to bugs, suggestions, and oversights. Developed proficiency in
developer to community interaction and database management.

Poetry Music Visualizer 2020
Built program in Unity using C# and the musical programming language ChucK. Utilized IBM Watson API to analyze the tone and emotion behind individual poetry lines and animates text, images, and music to match a detected emotion. Self-taught 2D Unity to complete the visualizer.

VR Tracking Based Musical Interaction 2020
Designed a cooperative musical game using VR controllers to reward players for miming each other's actions while remaining unseen. Tracked spatial coordinates and integrates ChucK to create a robust sonic experience that fluidly reacts to user movement. Self-taught C#, Unity, Chunity (ChucK + Unity), and VR tracking to finish production.

EXPERIENCE, LEADERSHIP + SERVICE

Computer Science, Math and Science Instructional Tutor 2017-2020
Provide instruction and guidance to Computer Science, Algebra, Statistics, Calculus, Biology and Chemistry students to prepare for exams, lectures and lessons.

Stanford Student Introductory Seminars Student Advisory Board | *Board Member* 2017-2020
Nominated by professor to serve on Advisory Board for Introductory Seminars, which are required coursework for every Stanford underclassman. As a board member, provide advice, suggestions, student perspectives and identify needs for future Introductory Seminar curriculum.

Interrobang Blog | *Scientific Contributor* 2016-2018
A collection of Stanford undergraduates passionate about scientific communication who want to evoke excitement(!) and curiosity(?) about current scientific topics.

University of Washington | Summer 2017 *Research Intern with Dr. David Dichek*
Worked in research lab focused on defining role of transforming growth factor beta in aneurysm development. Analyzed data to assess aortic wall integrity in mice with altered transforming growth factor beta signaling. Trained in basic histology techniques and computer-assisted planimetry and applied techniques on experimental samples. Performed statistical data analysis-presented findings to university scientific community.

INTERESTS

Piano, Singing, Composing, Gaming, Public Speaking, Running, Luxembourg Dual Citizenship