

PASCAL JARDIN

Full Stack Engineer, Second generation computer scientist

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US citizen, English first language

Authorized to work in US for any employer

Education

Bachelor's in Computer Science With honors

California State University San Marcos

Graduating May 2020

About Me

I have 5 years of professional work experience and have worn many different hats using various technologies. If there is a technology I don't know, within 2 days I will be proficient in it. I am a completer and will do what is necessary to finish my assignment. I work well with others and if needed can lead a team.

My parents both went to California State University San Marcos and met at Pascal Programming language class. That is how I got my name. My Mom is a Mathematician, and my Dad is a Computer Scientist.

I grew up with science, logic and reasoning. I have been working for my Dad since I was 15 under Jardin Labs. I am thankful for my Dad exposing me to so many different technologies, which makes me stand out.

Links

Website: <https://pascaljardin.com>

Linkedin: <https://www.linkedin.com/in/pascal-jardin-65b5b8191/>

GitHub: <https://github.com/pjardin?tab=repositories>

Work Experience

Company: **The Coder School**
Duration: 1/2/2020 to now.
Role: Coder Couch

I am currently working at the coder school part time to teach kids how to code Python, Java, html, Javascript and learn tools like Blender and Unity.

Company: **JardinLabs**
Duration: 5/3/2014 to 1/1/2020.
Role: Full Stack Engineer

I worked under Jardin labs, my family's company, doing everything from research, 3d printing to developing a VR EEG head set. The VR EEG headset used many technologies. First was Unity to display the content to the user, second was openBCI which processed the brain data, raspberry pi and python sockets to retrieve the data and finally Amazon servers to process the data.

Another research project I worked on for Jardin labs was Forget Me Not. It used an Amazon s3 bucket to store pictures and a raspberry pi connected to "the frame." The product showed pictures to the user so they don't forget their memories.

One of my favorite projects I worked on is PopTagz. PopTagz is an augmented reality graffiti app that allows you to tag in virtual space.
<https://apps.apple.com/us/app/poptagz/id1265471660?ls=1>

Company: **Graffiti Creator**
Duration: 11/4/2018 to 1/20/2019.
Role: Full Stack Engineer

I worked for MindGem, A professional graffiti artist and owner of <http://graffiticreator.net> to create an iMessage Graffiti creator app
<https://apps.apple.com/us/app/graffiti-creator-stickers/id1449321346?ls=1>.

Company: **Kokua Botanicals**
Duration: 2/4/2017 to 5/3/2018.
Role: Web Developer

I was hired to create a website using Wix to sell a nasal spray to help inflammation. <https://wajardin.wixsite.com/mysite>

Company: **AccendoWave**
Duration: 4/2/2016 to 8/1/2017.
Role: 3D Printer Technician

I created a magnetic charging station for tables and EEG headbands for AccendoWave, a NON-PHARMACEUTICAL OPIOID ALTERNATIVE.
<https://www.accendowave.com>



• Android	(4 years)	• Full-Stack Development	(3 years)
• iOS Application	(3 years)	• Application Development	(3 years)
• iOS Development	(3 years)	• Front-End Development	(5 years)
• GitHub	(5 years)	• Back-End Development	(5 years)
• Git	(5 years)		
• Programming Languages	(5 years)	• Web Services	(4 years)
• OOP	(3 years)	• AWS	(1 year)
• JavaScript	(5 years)	• Amazon Web Services	(1 year)
• HTML	(5 years)	• AWS Lambda	(1 year)
• CSS	(5 years)	• AWS DynamoDB	(1 year)
• Python	(7 years)		
• pytorch	(3 years)	• Blender	(7 years)
• Java	(5 years)	• 3D Animation	(4 years)
• C++	(5 years)	• 3D Graphics	(5 years)
• C	(5 years)	• Unity	(2 years)
• Objective-C	(5 years)	• NET	(3 years)
• C#	(2 years)	• React.js	(4 years)
• Swift	(3 years)	• Node.js	(3 years)
• PHP	(2 years)		
• Ruby	(1 year)	• jQuery	(5 years)
		• Angular	(3 years)
• SQL	(5 years)		
• MYSQL	(4 years)	• Visual Studio	(3 years)
• Computer Vision	(3 years)	• Android Studio	(4 years)
• augmented reality	(2 years)	• XCode	(5 years)
• virtual reality	(1 year)	• Eclipse	(2 years)
• OpenCV	(3 years)		
• dlib	(3 years)	• Unit Testing experience	(3 years)
		• python: pyUnit	(3 years)
• bash	(4 years)	• java: junit	(2 years)
• Linux	(5 years)	• swift	(2 years)
• command line	(5 years)	• c: cunit	(1 years)
• VIM	(3 years)	• c#	(1 years)
• Agile development	(4 years)		
• APIs	(4 years)		