

PASCAL JARDIN



Second generation computer scientist
Poway, CA 92064
pjardin@me.com
858-472-9511
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 Programing 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.

Labs

Website: <https://pascaljardin.com>

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

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

Work Experience



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.

Duration: 5/3/2014 to 1/1/2020.
Role: Computer Scientist Apprentice



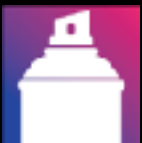
I worked under Jardin labs, my family's company, doing everything from research, 3d printing to developing a VR EEG head set. The VR EEG headset used many technologies. First was Unity to display the content to the user, second was openBCI which processed the brain data, raspberry pi and python sockets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



Duration: 11/4/2018 to 1/20/2019.
Role: Full Stack Developer



Graffiti creator

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>.

Duration: 2/4/2017 to 5/3/2018.
Role: Web Designer/Developer

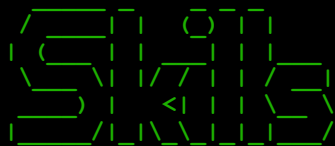
Kokua Botanicals

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



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