# JeromeJerome Donfack

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## EDUCATION

**James Madison University**, Harrisonburg, VA — Dec 2025
*Bachelor of Science, Computer Science*
***GPA:*** *3.98* ***Honors/Awards:*** *Dean's List, President's List*

**Germanna Community College**, Fredericksburg, VA — Dec 2023
*Associate of Arts and Science, Computer Science*
***GPA:*** *4.00* ***Honors/Awards:*** *President's List*

***Relevant Coursework:*** *Object-Oriented Programming, Data Structures and Analysis of Algorithms, Discrete Structures I/II, Computer Systems I/II, Applied Algorithms, Application Development, Web Development, Programming Languages*

## TECHNICAL SKILLS

**Programming Languages:** *Java, Python, TypeScript, Ruby, C, Swift, JavaScript, HTML, CSS*
**Frameworks/Tools:** *React.js, Next.js, SwiftUI, Git, Playwright, Django, GSAP, Three.js*

## EXPERIENCE

**Henrico County** — May 2025-Aug 2025
*Web Intern II*

- Redesigned and modernized the Henrico iOS app using Swift and SwiftUI, delivering a maintainable architecture, clear documentation, and well-structured testing.
- Developed a thread-safe caching system leveraging SwiftData, enabling efficient data synchronization and concurrency management across threads.
- Engineered an asynchronous API request handler capable of managing single or concurrent requests, with built-in caching and task coordination.
- Designed dynamic UI screens for displaying API-driven content and navigating seamlessly throughout the app.

**Hachi** — Jan 2025-May 2025
*Software Engineer*

- Worked to streamline collaboration by developing a high-performance prototype using modern technologies.
- Designed and developed a scalable prototype leveraging React.js and Pydantic.
- Implemented end-to-end testing with Playwright to ensure reliability and performance.
- Collaborated with cross-functional teams to integrate backend and frontend solutions seamlessly.

**MusicCPR** — May 2024-Aug 2024
*Volunteer Software Engineer*

- Contributed to a research project led by Professor Michael Stewart meant to facilitate learning for music students.
- Collaborated on website design, implemented audio waveforms, ensured code quality and styling, and debugged issues.
- Gathered and analyzed data to support a research paper on the related topic.
- Worked with peers to identify onboarding issues and improve the development area.

## PERSONAL PROJECTS

- **Personal Portfolio Site:** *Developed a personal portfolio website using HTML, CSS, JavaScript, GSAP, and Three.js to showcase my resume, work experience, and coding projects. purejerome.github.io/jeromewebsite*
- **AutoRE:** *A Chrome extension built with JavaScript and the Chrome Extensions API. It automates reposts on the RepostExchange site by screen-reading and performing the necessary actions. https://github.com/purejerome/AutoRE*

## COURSE PROJECTS

- **GPS:** *Developed a Java-based GPS in a Personal Navigation Systems class with rerouting, geo file parsing, and map-matching capabilities. https://github.com/purejerome/finalBackUp*
- **UnitED:** *Developed a Java-based calculator in a Software Development class with arithmetic, exponent/decimal support, unit conversions, persistent settings, printable history, and integrated web help pages.*
- **SHOWSCOPE:** *Developed a website for an Application Development class using HTML, CSS, and JavaScript that integrated MyAnimeList and IMDb APIs to display media lists and store user reviews. https://github.com/purejerome/CS-345-groupfinalproj*
- **TASync:** *Developed a full-stack scheduling website for a Web Development class with React.js and Django, enabling students, TAs, and educators to coordinate office hours; integrated React libraries including ChakraUI, TanStack Router, and OpenAPI.* https://github.com/purejerome/TASync
- **Curses Spreadsheet:** *A spreadsheet built using Ruby and the Curses gem for a Programming Languages class. Additionally, created a custom-made programming language to be used in the cells.* https://github.com/purejerome/CurseSpreadSheet
- **y86 Simulator:** *Developed a C-based simulator for a Computer Systems class of a simplified x86 architecture, modeling memory, registers, instruction sets, and assembly fundamentals.*