Richard Sterling Jackson

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SUMMARY

Computer Science, B.S. graduate focused on Software Engineering with a second B.S. in Earth & Space Exploration focused on Geological and Planetary Sciences. Two summers and a semester of internship experience in Software Quality Assurance Engineering. Seeking a full-time Software Engineer position.

EDUCATION

B.S. Computer Science | B.S. Earth & Space Exploration: Geological and Planetary Sciences
Arizona State University, Tempe, AZ   December 2024 | GPA: 3.67

TECHNICAL SKILLS

Programming Languages: Java, JavaScript, Python, C, C++, C#, Assembly, MATLAB, Android, SQL
Front-End: HTML, CSS, React, Vue.js, Angular, Next.js, Vite
Back-End: Node.js, Express, PHP, C#, Python
Tools & Platforms: Visual Studio, Visual Studio Code, IntelliJ IDEA, JetBrains, Oracle, Eclipse, NetBeans, Google Cloud Platform, PostgreSQL, Azure, Linux/Unix, GDB, ROS
Version Control: Git, GitHub
Other Skills & Working Knowledge: Full Stack Development, Web Services, Object Oriented Design, Unit Testing, End-to-End Testing, JSON, SOAP, RESTful API, Machine Learning, Autonomous Systems, Information Assurance, Cyber Security, Agile Methodology, Analytical and Problem Solving

PROFESSIONAL EXPERIENCE

Jacobs Engineering | Water Quality and Maintenance Engineer   06/2025 – present
Renton, WA | Cedar Water Treatment Facility
- Water Quality Assurance: Conduct diagnostic testing of water quality and treatment systems to ensure regulatory compliance across key parameters including turbidity, pH, and UV disinfection efficacy.
- Mechanical Systems Maintenance: Oversee the operation, repair, and preventive maintenance of chlorine gas and lime injection systems, UV reactors, and other critical disinfection and dosing equipment.
- Design & Fabrication: Retrofit custom machinery to improve testing, cleaning, and distribution processes.
- Compliance: Maintain detailed records of water quality metrics, equipment performance, and maintenance.

The Boeing Company: NASA Space Station (CO-OP) | Quality Assurance Engineer   05/2005 – 01/2007
Houston, TX | Johnson Space Center | **Summer 2005**, **Summer 2006**, **Fall 2006**
- Analyzed and tested flight code and ISS system components, ensuring mission success.
- Trained in Risk Management and Quality Assurance adhering to CMMI Level 5 standards.
- Contributed to the Boeing/NASA Y-Prize competition, designing an innovative docking mechanism.
- Developed check-in/checkout system in Visual Basic .Net for the NASA Media Library

ACADEMIC PROJECTS

MusMe App by TwinsMusic | ASU Capstone   2021
- Collaborated with a development team that programmed and maintained a music application website.
- Programmed and developed the front-end and back-end using Node.JS, React, and Express.

FURI | Fulton Schools Undergraduate Research Initiative   2018 – 2019
- Researched and designed a supercapacitor for energy harvesting, working under the guidance of an Electrical Engineering professor in a Research Lab.

Hack-A-Thon Student Check-in System Project   2018
- Collaborated with a 6-person team to develop a student check-in system using GC-Python.

Autonomous Vehicle Design and Implementation   2017
- Designed and programmed an autonomous vehicle with a 5-person team, utilizing MATLAB and waterfall methodology.

EXTRACURRICULAR ACTIVITIES

Software Developers Association   2016 – 2021
NASA Space Grant Robotic | Electrical & Computer Engineering Team   2016 – 2018

Work Experience

Arizona State University, Tempe, AZ: Undergraduate Teaching Assistant, FSE100   08/2019 – 12/2019