

Jake Wernette

Full Stack and Mobile Software Engineer

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github.com/werne2j

Education

December 2014

B.S in Computer Science

Central Michigan University

Professional Experience

2018–Present

Red Hat

Raleigh, North Carolina

Software Engineer - CI/CD

Responsible for automating manual build, test and release processes. Currently working on a Jenkins Pipeline to build Tensorflow on RHEL, CentOS and Fedora.

2015–2018

IBM

Raleigh, North Carolina

Software Engineer II (Sept 2017 - Present)

Software Engineer I (Jan 2015 - Sept 2017)

Responsible for designing, developing, testing, and supporting tools to be used in IBM's internal business from proof of concept through production. Built Node JS REST API from scratch. Built multiple web applications from scratch. Built multiple React JS component libraries and NPM packages.

2013–2014

CMU ResLife Technology Operations

Mt. Pleasant, Michigan

Web Application Developer

Responsible for learning and applying best practices in front-end and back-end web development. Used Django/Python to build and support web applications for university recreation and residence life.

Personal Projects

2016

Comic Collector (Not In App Store)

iOS - Objective-C

A comic book collecting iOS application. Utilizing Realm and CocoaPods.

2014

OneRepMax (Not In App Store)

iOS - Swift

Mobile app for power lifters to share new personal records on lifts

2013–2014

MyStatBook (mystatbook.com)

Django/Python

Web app for baseball coaches to keep track of Rosters, Schedules and Statistics.

Technologies

JS(ES6/7)/HTML/CSS, iOS Development (Objective-C/Swift), Python, Go, Node JS, React JS, Django, Angular JS, React Native, Redux, Jest, Mocha, Enzyme, Docker, Kubernetes, Kafka, Travis CI, Jenkins, Webpack, SQL, NoSQL, PostgreSQL, CouchDB, Redis