**Jacob Troutman**

**1600 Pine St. Apt. 902 Saint Louis MO**

**708.705.8858,** **jettroutman@gmail.com**

**EDUCATION**

McKendree University; Lebanon, Illinois

**Bachelor of Science in Computer Science focusing on Interactive Media** May 2018

● Minor in Business Administration GPA: 3.3/4.00

**TECHNICAL SKILLS AND PROJECTS**

**Languages:** C++, HTML5, CSS3, JavaScript, C#, Java, PHP, SQL

**Applications:** Visual Studios, Apache, Unreal Engines, AWS, SOLR, Mongo

**Operating Systems:** Windows, Linux

**Other Skills and Experiences:** Software Engineering, Computer Architecture, Artificial Intelligent Algorithms, .Net Framework, Ember

**SELECTED EXPERIENCE**

**Notable Projects and Achievements**

**Software Developer**, Lashback; St. Louis, MO April 2018 - Present

* Created an Artificial Intelligent system that automates the process of categorizing emails
	+ Continuously integrated new innovations to the system to improve accuracy and transparency of backend processes
	+ Technologies Used: C#, .Net Framework, SQL, HTML5, CSS3, JavaScript
* Maintained existing software by fixing bugs to enable a desired customer experience
	+ Technologies Used: C#, .Net Framework, JS, CSS3, HTML5
* Improved current backend systems to enhance their performance
	+ Technologies Used: C#, .Net Framework, SQL, SOLR
* Redesigned the UI to improve the user experience
	+ Technologies Used: JavaScript, CSS3, HTML5
* Quickly resolved issues in backend processes to maintain overall system stability
	+ Technologies Used: C#, .Net Framework, SQL, AWS, Linux, Windows
* Overhauled critical projects to provide more and accurate data to our clients
	+ Technologies Used: C#, SQL, MongoDB, SOLR
* Assisted in training new employees to reduce the amount of time needed for integrating them into our Agile processes
	+ Included: Creating documentation and using good coding practices such as leaving comments that made the code easy to digest

**Lab Worker/Project Lead**, McKendree University Computing Division, August 2014 - Present

* Created Virtual Reality walk through using Unreal Engines for redesigning facilities, which helped promotion and design decisions
	+ Technologies used: C++, Unreal Engines, Blender
* Created a video game using Unreal Engine for Senior Seminar
	+ Technologies used: C++, Unreal Engines, AI Algorithms
* Located Projects that the Computer Science Division could take on to help improve the computer lab and University, making them more attractive to prospective students
* Updated Bogey Bus Tracker Application to help students locate where the bus is using the Google Map API
	+ Technologies used: SQL, HTML5, CSS3, JavaScript, Google APIs
* Laid the foundation for the Computer Science department to create 4 year projects allowing for students to experience a long term project with long and short term goals
* Tutors computer science students individually in a variety of computer science courses
	+ Languages Tutored: C++, JavaScript, CSS3, HTML5

**Web Development Intern**, NJVC; O’Fallon, Illinois April 2016 - Present

* Develop and utilize programming skills to complete task required for functionality and efficiency in ongoing projects
	+ Technologies used: Visual Studio, MVC, SQL, HTML, CSS, JavaScript, JIRA, Confluence, Bitbucket
* Provide project support by researching and providing documentation on all possible solutions and the processes to complete each task
* Work in the agile environment to maximize time efficiency and productivity for projects

**ADDITIONAL EXPERIENCES**

**b**[**udgetingloanapp.firebaseapp.com**](https://budgetingloanapp.firebaseapp.com/)

* Created a software that optimized loan payments based off either desired pay off dates or maximum payments
	+ Technologies Used: C++
* Integrated the loan software into a firebase application to allow for a better user experience
	+ Technologies Used: Google Firebase, HTML5, CSS3, JavaScript
* Reworked the loan app into a budgeting tracker to assist in highlighting areas where my budgeting could use improvements

**jacobtroutman.com**

* Created a drinking game application to demonstrate potential uses for Google Firebase
	+ Technologies Used: Google Firebase, JavaScript, CSS3, HTML5
* Created a random card generator that increases the probability of pulling less pulled cards
	+ Technology Used: JavaScript
* Created Web Forms and Tables that displayed the information seamlessly on desktop, phone and tablet
	+ Technologies Used: HTML5, CSS3
* Practiced continuous integration to improve the user experience

**jacobtroutman.me**

* Created a website to market current skills
	+ Technologies Used: HTML5, CSS3, JavaScript
* Practiced continuous integration processes for stable and regular releases