

Jacob Denton

Mobile: 980-925-4244 Email: jddenton96@gmail.com [LinkedIn](#) [Portfolio](#) [GitHub](#)

Education

University of North Carolina at Charlotte, Charlotte, NC
Bachelor of Science in Computer Science, *cum laude*
Honors: Dean's List: Fall 2017, Spring 2018, Spring 2019.

May 2020
GPA: 3.48

Gaston College, Dallas, NC
Associate in Science

August 2016

Technical Skills

Computer Software (IDE's): Eclipse, NetBeans, Microsoft Visual Studios, and XCode.

Programming Languages: Java, C#, C, C++, JavaScript, Swift, Ruby, SQL Database, and Python.

Foundational Concepts: Object Oriented Design, Agile-Scrum framework, Unit Testing, software development lifecycle (SDLC), Data Structures.

Proficiency: Version control (Git), GitHub, GitLab, Technical Software Documentation.

Work Experience

COMPANY: LOWE'S; CLOVER, SC

POSITION: CUSTOMER SERVICE ASSOCIATE, (PART TIME)

JUNE 2020—JANUARY 2021

- Translated customer needs, problems, or requirements into solutions that meet or exceed expectations.

COMPANY: DIAMOND ENGINEERING PLLC; DALLAS, NC

POSITION: ASST. TO THE ENGINEER, (PART TIME)

MARCH 2015—SEPTEMBER 2015

- Provided general IT related assistance that improved workflow and prevented unnecessary financial expense for the company.
- Aided in the editing of large civil engineering plans for private and local government projects, including the updating and restoration of the water lines and hydrants for the city of Dallas.

Course Projects

SUMMER CAMP SIMULATION, DEGREE CAPSTONE PROJECT

SPRING 2020

ROLE: PROJECT LEADER

- Designed and implemented a complex and original NPC dialogue/interaction delivery system based in JSON and using graph theory concepts.
- Designed and implemented a cohesive and interactive event sequence manager system based on player decision trees and state machines.
- Implemented custom GLSL shaders using Gaussian blur techniques and concepts.

3D INTERACTIVE SOLAR SYSTEM SIMULATION, INTERACTIVE COMPUTER GRAPHICS

FALL 2019

- Implemented using WebGL, HTML, and JavaScript. Custom implementation of texture mapping and realistic lighting on planets using GLSL shaders.
- Created interactive UI for navigating, zooming, and following planets. Planets have realistic relative orbit and rotation speeds.

SOCIAL MEDIA WEBSITE FOR SHARING FOOD RECIPES, SOFTWARE ENGINEERING

SPRING 2018

ROLE: DESIGN IMPLEMENTATION, TESTING, AND BUGFIXING

- Implemented software solutions that adhered to the software development lifecycle (SDLC) and Agile methodologies. This insured that the code had limited dependencies and was highly modular.
- Designed, documented, and structured code for simple future expandability and modification.