Jake Meetre

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EDUCATION

Florida Polytechnic University | Lakeland, FL

B.S. in Computer Science | Expected Graduation: May 2025

Relevant Courses: Database 1, Data Structures, Introduction to Computation and Programming, Algorithms & Analysis, Introduction to Unix, Secure Software Engineering, Machine Learning, Computer Architecture and Organization

TECHNICAL SKILLS

Programming Languages: Java (Intermediate), Python (Advanced), C (Intermediate), C# (Beginner), C++ (Advanced), HTML (Advanced), CSS (Advanced), Javascript (Intermediate), Assembly (Beginner)

Operating Systems: Windows 8/10, Unix & Linux-based

Data Management: Microsoft Excel (Advanced)), Word (Intermediate), PowerPoint (Intermediate), MySQL (Intermediate)

PROJECTS

Personal Team Project | Chess Game   **December 2023**
- Collaborated in a team of two to design and develop a fully functional chess game in Java
  - Implemented all chess rules and mechanics, resulting in a comprehensive and playable chessboard
- Demonstrated proficiency in Java programming, problem-solving, and logical reasoning
- Engaged in collaborative decision-making and code integration to ensure a cohesive end-product

Web Application Development | Spray-on-Shoes Website   **Fall 2023**
- Developed a dynamic website with a team of 3, using **JavaScript**, **CSS**, **HTML**, and **Node.js**.
- Actively made the shop, buy, and size selection features, contributing to both front-end and back-end.
- Successfully achieved top 5 Google search ranking for the site.

Database 1 | Retail Database Project   **Spring 2023**
- Designed and implemented a relational database system for a retail company, maintaining real-time inventory records and tracking customer information and purchase history.
- Included comprehensive documentation and successful demonstration of the system's capabilities.
- Collaborated in **SQL** with team members and maintained organized reporting.

Introductions to Unix | Unix Operating System Game   **Fall 2022**
- Collaborated with a 4-member team to create an interactive Unix-based game, leveraging directory navigation to enhance user experience and demonstrate proficiency in **Unix OS**.
- Contributed to the game's foundation, including locations and items, and supported the team in related tasks.

Personal Project | Small 2d Platformer   **Summer 2022**
- Developed a small 2D platformer in Unity, focusing on self-improvement of **C#** for game mechanics and character physics.
- Leveraged online resources, including video tutorials and Unity documentation, for self-directed learning and skill enhancement.

LEADERSHIP EXPERIENCE

Volunteer | Keep Brevard Beautiful | Cocoa Beach, FL   **February 2020 - May 2021**
- Consistent beach cleanup efforts, removing litter and garbage, notably improving the beach's cleanliness
- Teamed up with local environmental groups to reduce pollution levels along the beach, emphasizing the importance of maintaining clean shorelines

NOTABLE HOBBIES OR INTERESTS

- Golf
- Reading