

JACOB RAMMER

Software Developer

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📍 Eugene, OR

🌐 <https://jacobrammer.github.io/portfolio/>

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🐙 github.com/JacobRammer

EDUCATION

B.S.

Computer Science

University of Oregon

📅 2018 - June 2022

📍 Eugene, OR

🎓 GPA: 3.22

RELEVANT COURSES

Software Development

Software Development 2

Game Development

Machine Learning

Operating Systems

SKILLS

Python

C, C#, C++

Windows

Mac

Unix

Flask

Git

MongoDB

Javascript

HTML & CSS

Docker

Pandas, NumPy, SciPy, Scikit-learn

REST APIs

WORK EXPERIENCE

AR / VR Student Tech

University of Oregon

📅 September 2021 - current

📍 Eugene, OR

- Helped lead the development of a VR / AR lab for research use and content creation
- Assisted students and researchers develop VR content using Unity and C#
- Introduced and demonstrated new users to VR / AR

Student Technician 3

University of Oregon

📅 2019 - September 2021

📍 Eugene, OR

- Hardware, software installation and repairs on all types of academic equipment and computers
- Assisted staff, researchers, students and public patrons with computer / device issues
- Automated manual tasks with Python
- Deployed and maintained Windows computers via SCCM and Active Directory, deployed and maintained Mac devices using Jamf
- Created and improved current process documentation and improved existing workflows

PROJECTS

FriendGroup

Creator (Personal Project)

📅 - current

- Full stack web app running in Docker that makes finding and meeting friends easier. Utilized Flask and FlaskRESTful for the backend with JavaScript for the frontend
- Utilized Flask LoginManager and Bcrypt to handle user registration and authentication. FriendGroup is hosted in a multi-container Docker deployment
- Tech Stack: Python, Flask, Docker, MongoDB, REST, HTML & CSS, JavaScript

Brevet Calculator

Full Stack Software Developer

- Co-developed a brevet race calculator web app that runs in Docker using Flask and FlaskRESTful for the backend while using jQuery and JavaScript for the frontend
- This brevet calculator is running in a multi-container environment
- Tech stack: Flask, Flask-RESTful, HTML & CSS, Javascript, jQuery, Docker, MongoDB

A-Mazing-Game

Game Developer

- Developed a complete game in a team of 3 people in Unity. Player is spawned in a randomly generated game with various difficulty with the goal of escaping the maze
- Power ups and enemies were spawned randomly in the maze with the difficulty increasing as long as the player is still within the maze
- Created end boss scene with custom models of Autzen Stadium and rigged the final boss which was the Oregon Duck
- Tech Stack: Unity, C#