Jared Hoyt

Software Engineer

Deeply motivated and action-oriented Software Engineer with a strong foundation in HTML, CSS, and JavaScript, complemented by hands-on experience with modern frameworks like React. **Passionate about learning** and staying up-to-date with industry trends to continuously improve and deliver high-quality web applications.

EXPERIENCE

Full Stack Developer

University of Nebraska-Lincoln • Aug 2022 — May 2023

- Partnered with a weather company to commercialize their product by aligning on mockups
 designed in Figma which were then turned into a responsive and interactive website using
 React.js, ultimately evolving their operational output.
- Spearheaded the development of the web application using Next.js, employing server-side rendering techniques to boost SEO and minimize load times.
- Integrated with the company's existing APIs to enhance the web application's functionality, ensuring seamless data retrieval and user interactions.
- Established a local Cloud Computing environment using **Docker**, **LocalStack**, and **Terraform** to simulate **AWS** services, automating the infrastructure creation and avoiding development costs.

Teaching Assistant — Software Engineering

University of Nebraska-Lincoln • Jan 2023 — Dec 2023

- Demonstrated the integration and configuration of the final project by developing a
 comprehensive end-to-end guide using Next.js, ASP.NET Core, and Microsoft SQL Server,
 removing annual configuration obstacles and increasing the depth of the output.
- Overhauled frontend development lesson plans and assignments for technologies such as React.js, reflecting modern methods used in frontend engineering.
- Established foundational software engineering principles in students by simplifying complex topics around modern development and providing one-on-one and group tutoring sessions.

Bandsman & Training Officer

United States Marine Corps • Oct 2016 — Oct 2019

- Served as a Team Leader, directly supervising 3 Marines and ensuring they met performance standards and goals, resulting in the promotion of each Marine.
- Led a small ensemble with additional performance commitments, coordinating schedules and repertoire, and transcribing additional music as needed.
- Acted as Training Officer, creating/leading physical training sessions every morning, as well as
 ensuring compliance with USMC rules & regulations concerning health and fitness standards.
- Developed and implemented training programs resulting in the unit's record-high average Physical Fitness Test score.

CONTACT INFO

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SKILLS

Programming Languages

- 3 HTML/CSS
- 3 JavaScript/TypeScript
- 3 Python
- 2 C/C#
- 2 SQL

Libraries & Frameworks

- 3 React.is
- 3 Next.js
- 3 Tailwind CSS
- 3 Material UI
- 2 ASP.NET Core
- 1 Microsoft SQL Server

Tools & Platforms

- 3 Figma
- 3 Git
- 2 Postman
- 2 Docker
- 1 AWS

Legend

- 3 Proficient
- 2 Comfortable
- 1 Beginne

EDUCATION

University of Nebraska-Lincoln

B.S. in Computer Science. Minor in Mathematics. 3.7 GPA.

AWARDS

Dean's List Gungho Award

PROJECTS

(Current) "Smash Up" Stat Tracker

Currently developing a web application using Next.js and Tailwind CSS to enhance the Smash Up gaming experience. The platform allows users to record wins, losses, and decks used, with features including local play, hosting, and joining online games. It also supports faction randomization at the start of each game, points tracking, and expansion selection for customized gameplay.

DES Image Encryption — GitHub

A Python-based image encryption application that enables users to encrypt PNG files using the Data Encryption Standard (DES) algorithm. This tool supports five different encryption modes: ECB, CBC, CFB, OFB, and CTR.

Geospatial Interpolation — <u>GitHub</u>

A Python-based interpolation application that utilizes real-world point-cloud data and spatial interpolation techniques to create a smooth heightmap of a given area.