

JACOB RUSHING

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User-oriented mobile/game developer with 3+ years of overall programming experience with developing Android applications and test scripts, debugging code, and managing development processes.

TECHNICAL SKILLS

Languages C++, C#, Java, Python

Tools Android Studio, Eclipse, GIT, SVN, Adobe Omniture, Google Analytics, Kochava, Robolectric, Appium

Experience Agile Development, Algorithms, Android Development, Data Structures, Debugging/Testing, Object Oriented Programming (in Java, C++, and C#), REST, User Experience, User Interface, Version Control.

PROFESSIONAL EXPERIENCE

Android Developer / Software Engineer - DICE Jan 2014 – April 2017

- Developed Tech Jobs, Skills, & Salary application from scratch for Android using Eclipse, Android Studio, and Java along with using GIT for Version Control.
 - Created and maintained the code architecture for the application for at least 65% of the code base.
 - Assisted design of the UI for Dice Careers and implemented the UI into the code base.
 - Cached data using Shared Preferences.
 - Used Volley to create REST calls to Dice Jobs API created by our Back End team.
- Developed Tech Jobs, Skills, & Salary application for almost 3years with 20+ releases of bug/crash fixes and new features.
- Contributed to the quality assurance process for the Android application, resolving over 85% of the bugs found by members of the technical team.
- Implemented Unit Test Cases for Tech Jobs, Skills, & Salary application using Robolectric.
- Wrote UI automation scripts in Python and using Appium for automation Android and iOS apps.

EDUCATION AND CERTIFICATES

BS in Computer Science - Computer Game Design, University of California, Santa Cruz - June 2013

BIOGENESIS Project, Nov 2012 - June 2013

- Developed Biogenesis for the senior capstone project at UC Santa Cruz for Android using Unity 3D and C# with 14 levels and with 7 other programmers for our senior academic project.
- Engineered the Hierarchal State Machine and Learning algorithm used for the Enemy AI using Unity & C#.
- Managed the game testing program by recruiting 10 participants and implemented technical & game play feedback.
- Led quality assurance process and decreased the bug count and crashes within the game by 20%.

GIT Certification – Multiple courses from **Code School** – March 2015

Android Development and Java courses – **Udemy.com** – In progress

Links to published apps

- **Tech Jobs, Skills, & Salary**
A career oriented application developed for Dice with 100k+ downloads and with a 4.0 rating.
<https://play.google.com/store/apps/details?id=com.dice.app.jobs>
- **Hector's Brass Bell**
An app based off AMC's hit TV Show Breaking Bad – Personally designed, developed, and published.
<https://play.google.com/store/apps/details?id=com.software.because.jakester.hectorsbrassbell>