**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>