JARED M. K. HAYES

PERSONAL INFORMATION

Jared Hayes

SOFTWARE ENGINEER

WEB DEVELOPER

Phone

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E-Mail

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Website

www.jaredmkhayes.com

Objective

I am a computer engineer who is interested in further developing real-world skills and who is passionate about technology and its commercial applications. I am seeking an entry-level position that complements my skills in software design.

Github

github.com/Hoshiru/Projects-Portfolio

SOCIAL PROFILES

linkedin.com/in/jaredmkhayes

WORK EXPERIENCE

	POSITION	COMPANY NAME
2016 - Current		
1 YEAR	EMBEDDED SYSTEMS SOFTWARE ENGINEER	JT3 LLC.

Designed driver and configuration software for various types of hardware and embedded systems. Main programming languages used were C++ and C using Qt GUI Environment. Also held supervisory role that involved the processing and accountability of new hires.

2014 - 2016		
2 YEARS	PRIVATE TUTOR	SELF-EMPLOYED

Tutored high level computer science and math courses to college students.

2014-2014		
1 YEAR	PRIVATE SECURITY OFFICER	DAVID GRAHAM SECURITY, COCKTAILS W/ THE CONSULS - JOHNATHON WARREN

PROFESSIONAL SKILLS

FRONT-END WEB -	HTML5, CSS3, Javascript <--> SASS, Jquery, REACT, Angular, Bootstrap
BACK-END WEB -	NODE.JS, PYTHON, Ruby <--> Databases: SQL, MongoDB
OBJECT ORIENTED -	C++, JAVA, C# <--> Qt GUI Library, Visual Studio C# GUI Development
SOFTWARE -	Operating Systems, Data Structures & Algorithms Analysis, Design Patterns
MOBILE APP DEV-	iOS - XCode: Swift, Cocos2d, SpriteKit, Android Studio
HARDWARE -	Processor Design, Embedded Systems Programming, Assembly (ARM/x86)
ELECTRONICS -	VHDL, VERILOG <--> CMOS Chip Layouts & VLSI Design
NETWORKING -	TCP/IP, Analysis of Computer Networks, Basic Troubleshooting
IT -	Installation & Troubleshooting, Effective Communication

PROJECTS

PERSONAL PORTFOLIO WEBSITE - Responsive Design. www.jaredmkhayes.com

iOS GAME APP - Dango Dodge - Built using Swift and SpriteKit libraries.
Submitted to the 2016 Spring UNLV Senior Design Competition

MIPS MICROPROCESSOR CHIP - Custom MIPS architecture, fully fabricated on chip
Submitted to the 2015 Spring UNLV Senior Design Competition

OBJECT DETECTION: COINS - C++ cross-compilation on manually bootloaded BeagleBone

BATTLEBOTS COMPETITION - Fully automated AI, no remote control
LeadAmerica Engineering Conference - 2007

EDUCATION

	DEGREE	COLLEGE / UNIVERSITY / HIGH SCHOOL
BACHELOR'S OF SCIENCE	COMPUTER ENGINEERING	UNIVERSITY OF NEVADA LAS VEGAS GRADUATION: FALL 2016

Special Interests: Graphic Design, Game Development, Martial Arts, Yoga, Cooking, Business, Investing, Social Psychology

References furnished upon request.